

All Fan Content!



FOLKS OF THE DOMAIN OF GREYHAWK!
28 ALL-NEW NPCs!

VERTH JOURNAL

July 2019 Summer
Issue #29



**NEW
RESOURCE!**

GIANT CHART OF NPCs OF THE FREE CITY!!

ROBILAR! DETAILS ABOUT A LORE FAV!!

MERCENARIES!! OF THE DOMAIN OF GREYHAWK

THE TALES OF ERKIO AND THORGUTH!

cribe's Chronicle:

"We're really doing it..."

I think first and foremost it's important to say—we are **doing** it. "We" being the fans. Fans of Greyhawk are creating things, sharing things ... and so many people are coming to find Greyhawk, it's unbelievable. The GreyhawkOnline Discord server has more and more members every day, some coming to us from GHO, Twitter, web searches, Twitch, FB, and just direct referrals from friends.

As a site dedicated to helping fan work be moved forward into the public eye, we're more and more pleased to see fans creating and sharing their own content so much it sets us back on our heels. Not a day goes by where there's not something new that we want to post about or showcase. There's more fan sites, too. There's a wiki at FANDOM.com who's recently become more active, and we're doing our best to try and foster that growth, so that fans have another place to post their original stuff. There's fan campaigns. There's fans creating more artwork and reference material, too. We've shared some of that in this issue!

This is an amazing example of how hard fans work toward improving the community's understanding of the World of Greyhawk, and how receptive the community is to seeing new work by previously unknown fans. This is already being used by fans, and it is sure to become a standard tool for DMs to use, as it is the only work of its kind!

The next couple of issues of the *Oerth Journal* are going to be homage to some of the oldest City of Greyhawk material. The title of one of the booklets in 1989s *City of Greyhawk* boxed set was "*Folks, Feuds, And Factions*". This issue is about "Folks" (i.e. NPCs). OJ30 in the Autumn is going to be about "Feuds", and OJ31 in the Winter is going to be about "Factions".

There's so much going on! We want to encourage everyone to Google "Greyhawk" and find every resource they can. Don't let any of the coolest stuff slip through your fingers!

Ultimately, we're **really** seeing a renaissance of Greyhawk fan-published content again.

- Kristoph Nolen

Publisher, *Oerth Journal*



THE OERTH JOURNAL

Volume III, no. 2, issue #29

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EDITOR

Kristoph Nolen

Editorial assistance—Denis Tetrealut

WEBMASTER AND PROVIDER

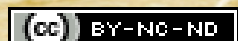
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COVER ART

Kristoph Nolen

Contributing Artists:

Bryan Blumklotz, Will "Giantstomp" Dvorak, Patrick "Frogsama" Germann, Joey Julian, Belial Lyka, Kristoph Nolen, and Thom Vanderverne



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The Broken Staff of the Broken Staff

by Denis "Maldin" Tetreault

Maldin's Greyhawk - Melkot.com

A sign hangs over a door depicting a large staff being snapped in half and releasing a brilliant firestorm, the flames glowing brightly in the evening light. The Broken Staff is a remarkable tavern, located along Eastwall Street in the City of Greyhawk, where wizards, sages, and academics gather for good ale, great conversation, and unique entertainment. The tavern owner, Tel Dittle (Neutral, human male, Lvl 2 Commoner) has always been fascinated with magic, although he has no magical skill himself. He is a highly respected merchant throughout the city, and has something far more powerful than any personal magic he could ever wield. He calls virtually every powerful wizard in the region friend, and they would all rush to his aid if ever needed. His lack of arcane skill may be exactly why he is so universally well-liked by those who would otherwise consider him a rival.

During the day, there are often a few academics having a chat over an ale. In the evening, students from the college and university crowd the bar, while more senior wizards and sages will fill the tables. Quite often wizards will put on illusory magic shows for the entertainment of other patrons, sometimes as friendly competitions to best each other in magical duels of illusion (damage-causing spells are strictly forbidden). Because of the acknowledged safety and neutrality of his tavern, many a deal - political, business, or arcane - has been forged in his private rooms. The building itself has been magically warded against scrying and other forms of surveillance. The tavern is described in the Living Greyhawk Journal Issue #2 and at the [Broken Staff](#) page on Melkot.com.

Many of the employees of the tavern are students, and refer to themselves with tongue-in-cheek as "the broken staff of the Broken Staff". Several of these individuals, all at the beginning of their careers, have banded together with a few others who frequent the tavern to form a new adventuring group ready to seek their fortunes. Player characters can run into the group in different stages of their careers. What follows are 2nd Edition AD&D character descriptions. Feel free to convert to the edition of your choice. They are not fully fleshed out (need additional languages for some, non-weapon proficiencies, equipment, etc.), so DMs can customize the group as needed. In my campaign, I also use a new stat called "Perception". You can read about it on the page about [New Stats](#) on Melkot.com.

SHARDIN

3rd lvl Psionicist Human Male, Neutral

Str 8 Int 14 Wis 17 Dex 16 (+1, -2) Con 16 Cha 11 Per 13

HP: 15 AC: 4 Languages: Common

Combat: 2-handed attacks (-1, -3)

Special Items: AC 6 Bracers, 2 short swords, 6 throwing daggers

2nd Edition Psionic Handbook stats 48 PSPs

Disciplines: Clairsentience, Telepathy

Sciences: Clairvoyance, Precognition

Devotions: Poison Sense, All-around Vision, Know Location, Danger Sense, Combat Mind, Contact, ESP

Defensive Modes: Mind Blank, Mental Barrier

Background:

Shardin is a student at the secretive Greyhawk School of Psionics, students from which often work at the Broken Staff. He was a good friend and schoolmate of Tyrus, who disappeared on an adventure to the Suss Forest, and would dearly like to find out what happened to his friend. More about the school can be found on the [Psionic School](#) page.

Shardin is rather introspective, doesn't talk much, and sometimes appears "kind of spooky" to other people because he has an eerie way of knowing what is going to happen. In the tavern, he'll often make impossible-seeming catches of things that fall off tables or carrying trays, or effortlessly dodge an item thrown from behind him. Shardin is from Greyhawk, his parents being merchants with a shop in the Artisan's Quarter.

ORKON

2nd lvl Illusionist (specialist) Human Male, Neutral Evil

Str 14, Int 18, Wis 9, Dex 18 (+2, -4), Con 15, Cha 13, Per 10

HP: 5 AC: 1 Languages: Common

Special Items: AC 5 Bracers, 15 shuriken, hand dagger (non-proficient)

Spells: can learn 3 1st level spells (cannot learn Necromancy, Invocation/Evocation or Abjuration magic)

Spellbook: Change Self, Color Spray, Darkness, Chromatic Orb 1, Read Magic, Phantasmal Force

He normally has Color Spray, Phantasmal Force, and one other that changes depending on what his plans for the day are.

Background:

While Orkon does a reasonable job of hiding his evil nature, it often colors his particularly cruel phantasmal force spells. Example: a barrel of acid pours onto the victim and his flesh begins to bubble and melt off. Orkon grew up on the streets of the City of Greyhawk, and his philosophy on life is “do what it takes to take of yourself, because nobody else is going to do it for you”. He fell into his current group of friends when he stumbled onto the Broken Staff. He quickly realized that it would be a great place to learn more about magic and improve his skills. He was in need of a job, and thought it was better than the type of manual labor most young people find in the city. Getting to know some of the other employees, he realized that they may be a great vehicle to further his own fortunes, and the group seemed genuinely fun to hang around with.

PHOKILL

3rd lvl Magic-user Human Male, Lawful Neutral, patron deity Boccob

Str 11 Int 18 Wis 12 Dex 16 (+1, -2) Con 12 Cha 12 Per 15

HP: 7 AC: 2 Languages: Common, Dwarvish, Oeridian

Special Items: AC 4 Bracers, 6 throwing daggers

Spells: 2 1st, 1 2nd

1st level spells: Armor, Hold Portal, Find Familiar, Detect Magic, Comprehend Languages, Read Magic, Wizard Mark, Burning Hands, Sleep

2nd level spells: Preserve, Darkness 15'r, Magic Mouth, Shatter, Continual Light, Invisibility, Knock

Normally, Phokill has Burning Hands, Sleep, and Invisibility learned.

Background: Phokill learned about the Broken Staff very early in his training at the Greyhawk University of Magic. He couldn't afford to hang around as a customer, so decided to apply for a job there. Phokill likes to have everything planned out and orderly, and is a good strategist. He thinks Butorus is too reckless, but admires his skill as a fighter. Phokill hails from Irongate, a connection he shares with Butorus. Their friendship was sealed when they both worked together quite effectively

to take out a water-logged zombie that hauled itself onto the deck of the ship one evening and attacked several sailors. While everyone else will be paying attention to Yaelina, Phokill will be watching Atrea.

Yaelina

3rd lvl Enchanter (specialist)/3rd lvl Thief elf Female, Neutral (with chaotic tendencies)

Str 17 Int 16 Wis 8 Dex 18 (+2, -4) Con 16 Cha 18 Per 12

HP: 16 AC: 0 Languages: Common, Elven, Thieves' cant

Special Items: AC 4 Bracers, 12 shuriken, 2 hand daggers

Spells: 3 - 1st level spells, 2 - 2nd level spells (cannot learn Invocation/Evocation and Necromancy spells)

Spellbook: 1st: Change Self, Charm

Person, Hypnotism, Sleep, Read Magic, Phantasmal Force, Detect Magic; 2nd: Bind, Forget, Invisibility

She normally has Sleep or Hypnotism, Charm Person, Change Self, Forget and Invisibility learned, though that may change depending on her plans for the day.

Background:

Yaelina flits into and out of the group's lives, always with an air of mystery about her. She loves to flirt, and to flaunt what she's got. And by Myhriss, does she have it! For DMs who use Comeliness as a stat, she has an 18. From all appearances, Yaelina has never had a job, but she never seems to be without money, and has been advancing faster than the rest of the group. The rare times she drops by the Broken Staff during busy times, she usually becomes the center of attention. As hard as it is to avoid focussing on Yaelina when she enters a room, the group has also seen her use her skills to completely disappear



Artwork by Kristoph Nolen

into a crowd, silently take out a target unnoticed and melt away into the shadows again. Yaelina arrived from the City of Dyvers with big dreams, and is wasting no time achieving them. Her natural abilities will undoubtedly lead her to great things. Watch out world! Yaelina has made a few important friends in the city, who have told her to be careful as she is also on the verge of being noticed by people who can cause real trouble for her.

ATREA

2nd lvl Priest of Boccob Human Female, Neutral

Str 11 Int 12 Wis 18 Dex 17 (+2, -3) Con 15 Cha 15 Per 8

HP: 13 AC: 3 Languages: Common

Combat: Special Items: AC 6 Bracers, staff, horseman's mace, 2 potions of healing

Spells: Wisdom bonus: 2 - 1st, 2 - 2nd, 1 - 3rd, 1 - 4th

1st level spells: (4 total) Command x 3, Thought Capture

Background:

An acolyte at the Church of Boccob, Atrea doesn't work at the Broken Staff. She does like to spend time there chatting with other academics, and will periodically pick up the odd thought (see spell) in her insatiable quest for information. She is the quiet type, but wise enough to realize that only she can keep their current (highly diverse) adventuring group balanced and working together in harmony towards a common goal. Atrea is the daughter of a priest of Boccob at the temple, and is following in her father's footsteps. While Atrea isn't particularly adept at picking up on social clues, she has captured enough stray thoughts from Phokill to know that he's sweet on her. She likes him, but hasn't yet decided anything one way or the other.

BUTORUS

3rd lvl Fighter Human Male, Chaotic Neutral

Str 18/57 (+2, +3) Int 11 Wis 9 Dex 18 (+3, -4) Con 13 Cha 10 Per 17

HP: 17 AC: -1 Languages: Common

Combat: 2-handed attacks (0, -1 to hit), specializes in long sword (+1, +2)

Total bonuses to hit/dam - Right hand: +4, +6; Left hand: +1, +3

Special Items: +1 long sword, short sword, crossbow (with 30 bolts), plate mail



Background:

When Phokill first invited Butorus to the Broken Staff, he felt like a fish out of water. The place eventually grew on him, in particular the illusory entertainment, and he was offered a "bouncer" position thanks to his strength. It's a pretty easy job as trouble rarely happens in a tavern filled with wizards. What really motivates him to come to work is the hope that Yaelina will make one of her rare appearances. Butorus prefers the frontal assault, but is not stupid about it. He is not particularly fond of complicated plans. "Just rush them! They won't know what hit 'em." He gets bored very easily when it comes to strategy, magic, puzzles, etc. Butorus is extremely observant but usually assumes everyone else sees what he sees and often doesn't think it's important. He thinks Phokill is brilliant but kinda boring. They met each other on the long ship journey from Irongate, where they are both from, and became good friends despite their very different personalities.

Gord the Rogue

Lee "Tanith1st" Murphy

If you don't know about Gord the Rogue, then here is a little intro to him.

Gord the Rogue was a character invented by Gary Gygax way back in the mists of time (1980s) and was based in the world of Greyhawk.

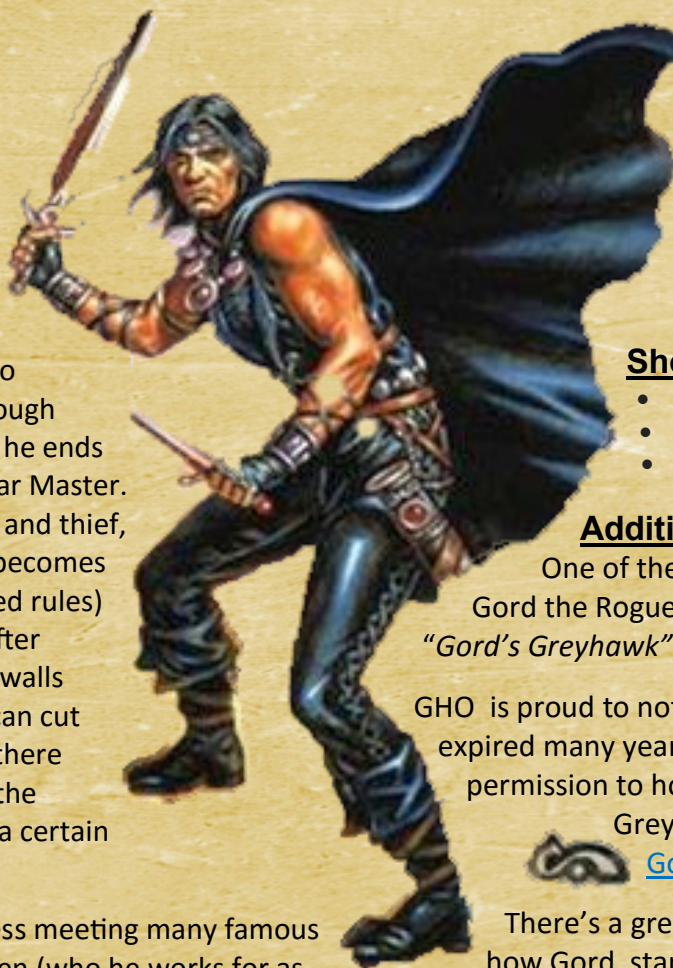
Gord is introduced to as an urchin fighting for his life in the Old City part of Greyhawk City where he is beaten and abused by everyone due to his small size and quick wit. He uses that wit to escape the Old City and through many trials and tribulations he ends up in the hands of the Beggar Master. He is trained to be a beggar and thief, and in this Gord excels. He becomes a master thief acrobat (1st ed rules) and leaves Greyhawk City after many adventures within its walls and picks up a dagger that can cut anything like it was butter (there are tons of dagger fights in the books and some would put a certain dark elf to shame).

He travels across the Flanaess meeting many famous people such as Mordenkainen (who he works for as an agent) and fighting against such evil as luz and his minions, as well as Demons and Gods. Reading the books will take you from the great City of Greyhawk to the Bandit Kingdoms and even to the Sea of Dust, as well as the planes. In his adventures he makes friends with all manner of people, but it is his enemies that always drew my attention: Obmi the evil dwarf with a magic throwing hammer and Keak his half elf swine of a henchman, both of whom work for luz.

The books all are written well and flow with the imagination of Mr. Gygax. Now i won't tell you who the Big Bad is in the books but i will give you a clue (clink clink).

I hope that is enough to get you lot to look on eBay or old book shops to find these books as they open the World of Greyhawk like no other.

Cheers!



*Gord the Rogue
Saga of Old City cover
1985*

Novels including Gord:

- *Saga of Old City*
- *Night Arrant*
- *Artifact of Evil*
- *Sea of Death*
- *City of Hawks*
- *Come Endless Darkness*
- *Dance of Demons*

Short Stories

- *"At Moonset Blackcat Comes"*
- *"Evening Odds,"*
- *"The Return of Gord"*

Additional Information:

One of the greatest websites about Gord the Rogue from days gone by was "*Gord's Greyhawk*", by Chris Siren.

GHO is proud to note that even though Chris' site expired many years ago, last year he gave GHO permission to host and publish his work on Greyhawkonline.com at the new Gord's Greyhawk site.

There's a great deal of information about how Gord starts off as a beggar in the streets of the Free City, and ends up becoming a master thief, and an avatar of the Balance.

Gord is a marvelous example of how a character (as in: a PC) grows and learns throughout their career, and gains levels in various ways. The novels begin with him as a teenaged boy and proceed well into his 20s at the end of the series.

Not only does he epitomize the tale of a character growing and learning, but, he also epitomizes a perfect example of the World of Greyhawk. Take a look at these novels, and travel all of Oerth!

ROBILAR

LORD OF THE GREEN DRAGONS

By Oerth Journal Staff

In the WORLD OF GREYHAWK, many NPCs are incredibly well-covered, while many have contradictions and confusion around them because they're not as well-covered as fans might like.

Lord Robilar is both.

He was previously discussed at some length in [Oerth Journal #7](#) in an article called "*Robilar Remembered: Lord Robilar & Co.*", by Robert J. Kuntz and Douglas J. Behringer. Later, the same article was published on Pied Piper Publishing's website, again by Rob Kuntz.

According to Rob Kuntz, in *OJ7*, Robilar's name is derived from Gygax's novel, *The Gnome Cache*. Written prior to the formation of TSR, Robilar occurs therein as the baron who sends the questing Dunstan after the gnome treasure. Since Kuntz had contributed a minor sequence idea to the novel, Gary later suggested the name for Kuntz' primary PC in Greyhawk.

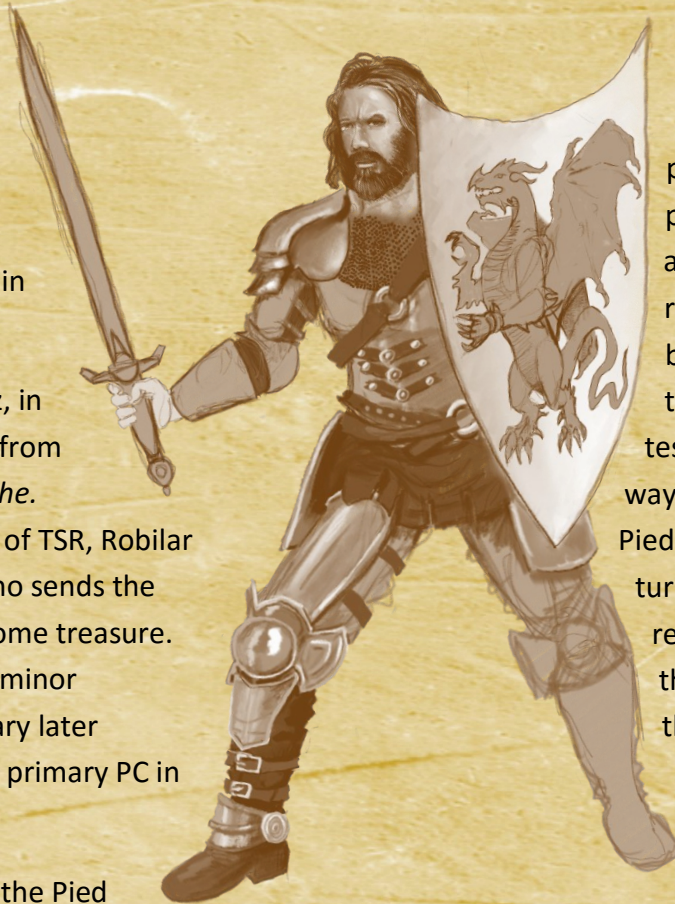
According to Kuntz, on the Pied Piper Publishing forums, Lord Robilar was originally rolled up in 1972 and he last played him in 1987. There have been different renditions of Lord Robilar from various sources or in various books. He was originally played in a home campaign with his brother Terry (as Terik), and Gary Gygax's daughter Elisa (as Ahlissa) and Ernie (as Tenser), and Rob's friends. Rob

would eventually move on to co-DM, and would stop playing Robilar.

But, nevertheless, Robilar remains a figure in Greyhawk Lore and persists in literature - largely known for his association with Rary of Ket, who attempted to murder the entire Circle of Eight. It has become guilt-by-association and Robilar's reputation has suffered greatly.

In the years Kuntz played him, he made a personal choice to play him as evil. There weren't really other evil characters being played, and it seems that it just made sense to test the rules in various ways, and when asked on the Pied Piper forums "What turned Robilar evil?", Kuntz responded "I wanted to test the way of darkness within the game; and boredom. I had tested the limits of neutrality. It was a player's choice, nothing more or less."

There are a couple of different stories about it, and when and where Robilar became evil, what happened afterward, and his eventual redemption. One from an officially published source, and the other which is apocrypha - but, was written by Kuntz himself.



In the massive adventure *Expedition to the Ruins of Castle Greyhawk*, it was revealed that there was a magical item of great proportion called an *Orb of Opposition* which, when touched, brought an evil counterpart from an alternate Oerth to the Prime Material plane of Oerth. It also sent the person who touched it across the planar boundary to the double's darker, more bleak version of the world. Though it sounds a little trite ... what it essentially does is replace the character with an evil twin from a mirror world.

And, of course, Robilar touched the *Orb of Opposition*. The evil counterpart from Uerth, which a place similar to Oerth but several shades darker, later became known as "Bilarro" and eventually sided with Rary. He committed vile acts of treason and betrayal, and earned the foul reputation that later befell him.

But, Mordenkainen long suspected that this was not the true Robilar who had committed these heinous acts, as he knew Robilar from many years past, and tried to find ways to divine the exact nature of what was wrong with him, and where the true Robilar was.

Eventually, he succeeded, and in the adventure, garners the help of the PCs to free Robilar from Uerth, and return him to his home plane. But, even though he's innocent of all crimes the evil counterpart committed, according to the adventure, when it comes time "to spread the word of Robilar's redemption, [... there will be] resistance along the way—after all, not everyone wants these truths told.

The version which was first put forward by Kuntz in [Oerth Journal #7](#), it is a very similar story, except instead of an evil mirror-world twin, it was an evil clone driven insane.

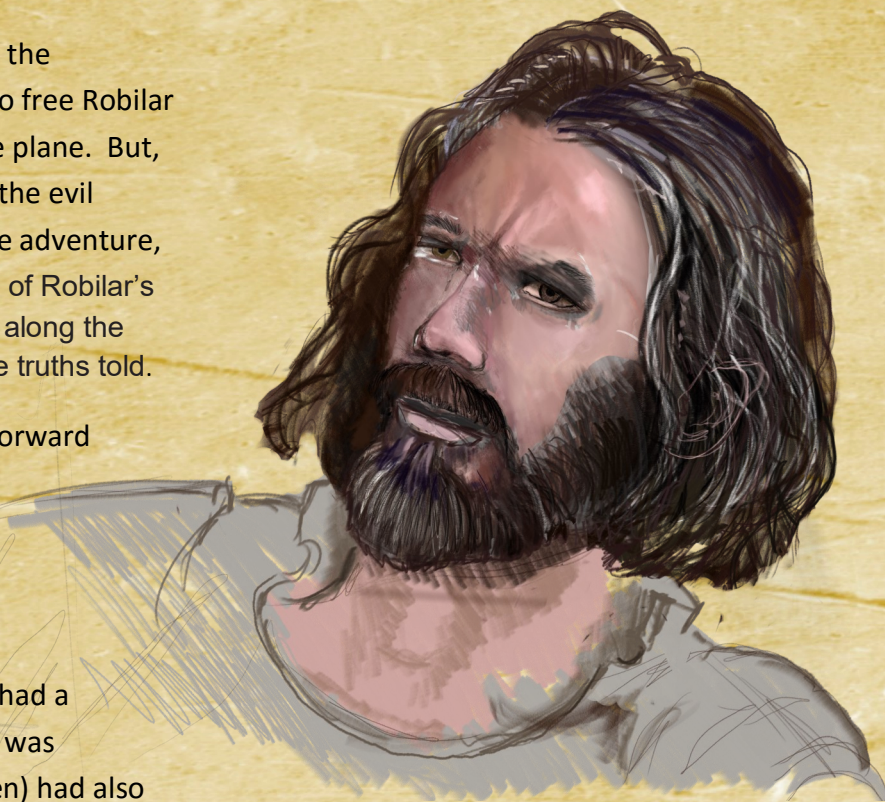
Tenser wasn't the only one who had a clone. It was found out that Otto (who was originally one of Lord Robilar's henchmen) had also

cloned Lord Robilar. The truly unfortunate part came when Lord Robilar had ventured off to the Celestial Empire of Shao Feng and the [Empire of Lynn](#) in the lands of Western Oerik, to deliver a magical item to a temple there.

Otto believed that he had perished, and so, activated the Clone spell. The clone began to go insane due to the nature of the spell ... which when both a clone and an original person exist, the clone is 90% likely to go entirely insane, even to the point of destroying itself by suicide or other means.

But, in this unique circumstance, Lord Robilar was *literally* on the other side of the world, and the clone existed for *years* without interference. No one knew Lord Robilar was actually on a long, long journey attempting to get back home.

This version of the story ends in the same way as the officially published source, for the most part. Lord Robilar returns to the Flanaess, but, he obviously takes no truck with Rary. He instead goes to the Pomarj, where he begins once again marshalling his forces, and attempts to return to a normal life.



Artwork by Kristoph Nolen

THE GUARDIAN OATH

A subclass

By William "Giantstomp" Dvorak

The Oath of the Guardian is inspired by the fighter subclass from Dragon Magazine #129, January 1988 by Peter Dosik. The subclass that appeared in the pages of that magazine was a unique mix of martial and spell abilities much like a paladin but also with a ranger flavor mixed in. The similarity of the Guardian to a 5E paladin heavily outweighed the ranger similarities, which is what influenced us into making it into a paladin oath.

GUARDIANS IN SOCIETY

The ideals and need for Guardians are not unique to halflings, but no other race in D&D is the target of torment, ridicule, and persecution than halflings. Due to their small stature halflings live in a world that does not take them seriously and some openly believe the stereotype that all adventuring halflings are thieves.

These reasons are what make Arvoreen such an important deity to halflings and what makes Guardians such an important position within their communities. Guardians, like their patron Arvoreen, represent those halflings committed to defending their brothers and sisters against the larger and more aggressive races.

Guardians take on the roles of commanders during times of war and during times of peace they

will wander assisting halfling sheriffs and halfling communities in need of assistance. Sufficiently large communities, or ones located in less than hospitable lands, might even have a Guardian that lives among them year round. This includes halfling communities living in mixed racial settings such as large towns or cities.

BECOMING A GUARDIAN

The road to becoming a Guardian starts early with those aspiring to the position participating in organized tests usually held at fairs and festivals designed to separate potential candidates with natural ability from those who are lacking the talent. These tests are overseen by priests of Arvoreen that travel to halfling communities several

times a year to inspect their defenses and readiness. These visits coincide with festivals so that they can oversee potential candidates and encourage those with the most potential. Once a halfling becomes a teenager they are allowed to apply officially for training to be a Guardian by the priests of Arvoreen. Of the halflings that apply for training usually no more than one in twenty is chosen and of those chosen only a few will make it entirely through the training. This is why Guardians are so well respected by most halflings.

While the Oath of the Guardian was derived from the need for protecting halflings, Guardians believe in protecting all peoples and races against persecution and strive to prevent injustice wherever they find it.



TENENTS OF THE GUARDIAN

Though the exact words and strictures of the Oath of Guardian vary, paladins of this oath share these tenets.

Humility Guardians realize that their training and powers are powerful and they should resist the urge to use them to resolve situations forcefully. Because of this, just like Arvoreen, Guardians will never attack first but instead, will try other methods of diffusing

Oath Spells

You gain oath spells at the paladin levels listed below.

- **3rd:** hunter's mark, alarm
- **5th:** warding bond, enlarge
- **9th:** beacon of hope, protection from energy
- **13th:** Otiluke's resilient sphere, guardian of faith
- **17th:** guards and wards*
*A Guardian only receives one bonus spell at 17th level.

situations. However, if an innocent is being threatened, or the actions of a potential foe are considered hostile towards another they can forgo this restriction.

Courage Guardians will never flee from an enemy so long as innocents or their allies are in danger. They must defend those that cannot defend themselves. If all innocents and allies are out of harm's way fleeing to fight another day is acceptable.

Compassion Show mercy to your foes, but temper it with wisdom.

Honor Treat others with the same fairness you would wish to be treated with. Your deeds off the battlefield speak as loudly as those that you accomplish on them.

Acceptance Guardians must treat everyone with respect regardless of their race, ethnicity or religion and you must always accept the possibility for others to change.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

SACRED WEAPON

As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

POWER IN NUMBERS

As an action, you present your holy symbol and speaks a prayer effecting yourself and all your allies within 5ft of you. For one minute, You and a number of allies equal to your charisma modifier, have advantage on attack rolls against enemies. The effects of this ability ends if the ally moves more than five feet from you or if you lose consciousness or are incapacitated.

At 15th level, the range of this ability increases to a range of 10ft.

COMPELLED MELEE

Starting at 7th level, your compelled duel spell becomes enhanced allowing you to effect a number of creatures within the 30ft range equal to your charisma modifier. In addition, your concentration

checks to maintain the compelled duel spell gain advantage for the duration.

CENTER OF THE STORM

Beginning at 15th level, enemies that are within 10ft of you that attack another target instead of you have disadvantage on their attack rolls. In addition, as a reaction, you can attack any creature that is within your reach that attacks an ally instead of you.

INSPIRED POWER IN NUMBERS

Once you reach 20th level your aura for your Power in Numbers ability increases to 20ft and allies affected by it also gain advantage on all saving throws against spell effects as long as they remain within 20ft of you.

ARVOREEN

Arvoreen, the Defender, is the Guardian of the halfling race and works tirelessly to see them protected from their larger and more numerous enemies. Often underestimated by other gods, and mortals alike, Arvoreen is quite powerful. Despite this, he will only engage in combat if he is attacked. This does not mean that Arvoreen is nonconfrontational as he seeks out enemies and actively confronts them to stop their evil ways. If his pleas to resolve disputes peacefully are ignored, he is more than willing to smite those that have rejected his attempts.

Like most other halfling deities Arvoreen believes in family and has a zeal for living a comfortable life, but never at the cost of others and he only keeps what is essential for himself and shares the rest of his gains with others. Stealing from others that are not your enemies is considered a blot on one's honor, but taking from one's enemy to give you an advantage in a conflict is seen as a smart tactic.



Remick Jagtooth

First Mate of the *Brass Tacks*

By Ted "Bear" Gervais

Remick is a rusty sailor in more ways than one. As an old copper dragonborn sailor with sea-salt corroded scales, Remick has worked on many ships and under many captains, attempting to satiate his wanderlust and his desire to save away as much gold as possible. This large and imposing seaman is a free-spirited but steady hand out on the open seas, and takes no gruff from anyone.

Motivations: Remick lives for a good sail on the open sea, no matter who it's with. He's more loyal to being paid and getting to experience new carnal pleasures than to any specific captain or ship.

Relationships: He has a husband back home, a Satyr named Elias, that he sends money to, and two his two children children Merry and Lionel that he cares for dearly. Somewhere out there is his dragon father whom he hopes to find and reconnect with. A former human captain by the name of Maria Bordeaux used to be his secret lover, whom he cared for before he abandoned their ship out of guilt. He still has residual feelings for her. His best friend is a bookish kobold wizard named Booker, whom he visits at his shop, Curious Curios, whenever he's in town.

Other: Remick has a bad habit from never backing down from any challenge, even to his detriment. Fortunately for him, he is usually crafty or lucky enough to avoid major harm from such adventures. There is one time he failed, and got a large scar across his chest for it. He's willing to tell the story to anyone willing to fork over enough alcohol, but the man sure can drink. He's a bit of a sucker for a good pastry.

By Mike "Milcheax" Crisefi — Retired bard

A sun-bleached humanoid skeleton reclines against a barrel or other applicable marine object, the legs dangling off the dock. No flesh or other organic material is visible. Just bone. Otis is not a reanimated skeleton. Instead, his spirit never left its material husk and, through his will and desire to see the ocean, and a prayer that had been offered for him many years ago at the time of his death, gave him the intrinsic properties of storm divination and continued locomotion. That is, in addition to being able to unerringly detect the approach of a storm (or any change in weather) within 25 miles and completely accurate tide senses, Otis is able to walk around and move, but not talk. (He can still nod positively and shake his head negatively, though. No one has yet taught him charades.)

Motivations:

In life, Otis was a marine enthusiast; he loved everything about the ocean. When his children and wife all passed away, he set out - literally - to realize his dream of casting himself into the waves and walked two thousand miles to reach this particular dock. Sadly, he died as he was taking his last steps to the ocean. Someone at the dock recognized a kindred spirit, arranged his bones in a respectful way, and prayed a sea prayer. Every day shortly before sunrise, Otis stands and surveys the ocean. If he seems to indicate⁽¹⁾ that a storm might be imminent, he will ring a bell at the end of the dock, once every fifteen seconds, for five minutes. If he does not detect an oncoming storm, he will either stay quiescent and enjoy the sunrise or will wander the docks in relative silence. (50% chance for either). Additionally, he activates a horn to indicate fog or tide changes. It is not known how he manages to blow a seemingly (and actually) mundane horn, but he does it well; both the bell and horn are audible for 1d6 miles on any given day.

(1) His examination is functionally based upon the sailor's rhyme: Red sky at night, sailors' delight. Red sky at morning, sailors' warning.

Relationships:

Many sailors rub Otis' head for good luck before setting out on a voyage. Some will regale him with tales of their oceanic exploits. As he is integral to the functionality of this port, any nearby residents/dock workers/mariners will come to his aid if he is attacked. The leader of the local temple keeps sending an acolyte, V'lani (level 4 human cleric of a good-aligned deity such as Selune) to determine both his meteorological accuracy as well as whether or not he is undead. (It's been four years. The latter may be just a formality at this point.)

Other:

Otis very much appreciates stories and seeing trinkets of the sea. If someone were to figure out how to better communicate with him, they might be able to trade for knowledge. If Otis attacked when he is alone, he will collapse into a heap of bones and reform within 2d4 hours (or at the next tide, whichever comes first).

If his bones are separated, they will rejoin each other (focused on the location of the skull) in 5d12 hours. This incurs the wrath of the ocean town's residents upon the guilty party as they rely upon his tidekeeping.

Any divination spells cast upon Otis will reveal a faint magical aura in the school of Divination.

As he is not technically undead, Turn or similar undead-foe spells will not function upon him.

However, "Speak with dead" style communication will allow the players to speak with Otis.

He prefers to avoid combat and will jump into the water (to sink like a rock to the bottom) as his preferred action.

Last, he can be destroyed if his bones are reduced to powder. Destroying Otis will anger the deity of the ocean; woe betide they who do so.

TANSY VELVERET-BUCKTHORN (OF THE ZELRADTON BUCKTHORNS)

By Devin "MysteryCycle" Parker

Halfling (Stout) Spy, LE

Patron deity: Cyrrollalee.

Having served as maid to Lady-in-exile Arnfriel Caeralax (late of Rel Deven in Ahlissa) since that Aerdi noblewoman's childhood, Tansy is a canny, cunning agent accustomed to using both charm and intimidation to accomplish her lady's goals. Tansy has dark brown eyes and elegantly coiffed and braided sandy blonde hair held in place with pearl tassels, gold decorative combs and bejeweled hairpins; she powders and rouges her ruddy face early each morning yet remains proud of the mole just beneath the left corner of her mouth. Tansy interprets the tenets of Cyrrollalee the Faithful – friendship, hospitality, and oathkeeping – more militantly than most halflings, being willing to commit any atrocity no matter how vile to protect her mistress and ensure the furtherance of the Caeralax family legacy. She always exhibits a graceful yet haughty formality, as though she were of noble birth (she is of aristocratic stock but possesses no titles herself).

As Lady Caeralax's maid, Tansy advocates on her behalf, carrying missives, interviewing hirelings, conducting blackmail, poisoning rivals, torturing informants, and whatever other service her ladyship requires. Whether hiring adventurers to recover a lost treasure or confronting do-gooders with blackmail to stop them in their tracks, if it's to the benefit of House Caeralax, Tansy will see it done. As a consequence of her duties, Tansy is well-acquainted with the latest court gossip, and is an expert in *savoir-faire* among the gentry. Lest any seek to take advantage of her diminutive stature, she travels the streets of Greyhawk in the company of her three well-trained mastiffs, Foxglove, Larkspur (saddled for riding), and Nettle.

Plot Seed:

Tansy requires the services of a small band of adventurers to recover a treasure stolen from her lady's family; a silver-plated steel gauntlet originally given as a gift to her ancestor by the Herzog of

Zelradton in recognition of House Caeralax's long-honored fealty. She has recently learned of its acquisition by a nobleman in the Free City – sold to him by the descendants of the Iron League freebooters who looted the Caeralax estate in Sunndi, no doubt – and she desires it be returned to its rightful owner. Tansy can provide the PCs with the location of the nobleman's estate within the Free City and a description of the gauntlet (bearing the arms of her lady's House, which she describes as an *amphisbaena* (winged, two-legged serpent with a head at both ends of its body) encircling an Aerdi sun made of inlaid yellow pearl). Upon safe and discrete delivery of the gauntlet into Tansy's hands, she will render a payment equaling the gauntlet's material worth (750 gold orbs).

However, while the halfling will honor her word, she has lied about the gauntlet's origins: the crest is that of House Sundervane, a noble family of Nyrond famed for resisting the Great Kingdom, and kindred to the nobleman in possession of the gauntlet. The nobleman is also cousin to an Oligarch of the Artisans' League, one of the Free City's electors. If the PCs return the gauntlet to Tansy, she is pleased: this was a test of their abilities and loyalty to their word of honor. The gauntlet is of worth to Lady Caeralax: she can return it to the nobleman, claiming that her servant recovered it from the common burglars who took it, and thus gain favor with the influential nobleman. Tansy will use her knowledge of the true thieves' identity as blackmail material to pressure the PCs to perform more tasks for her – if they refuse, she'll reveal their identities to the nobleman and to the Thieves' Guild and deny having ever met with them. If the PCs attempt to fence the gauntlet themselves, they will find it difficult: marked with the crest as it is, few will want to risk the wrath of an Oligarch, assuming they could even find a buyer for it. Doing so will earn Tansy's ire, and she will consider them foes to be eradicated.

PATCHWORK VARLIN

By Devin "MysteryCycle" Parker

Human (Oeridian-Suel) Commoner, CN
patron deity: Olidammara.

Varlin is a fence, a seller of stolen goods brought to him by various petty thieves and cutpurses in the city. He takes a cut from the sale and, after he pays his dues to the Thieves' Guild, keeps just enough profit to avoid starving, so he's always hustling but reluctant to haggle too much. He's a hirsute man in his mid-twenties with a curly thatch of dirty blonde hair, a robust beard, tanned skin and green eyes, with a penchant for wearing elaborate, attention-grabbing hats. He earned the nickname Patchwork due to the distinctive cloak he wears, a gaudy mass of stitched-together oldclothes and found fabrics, lined with inner pockets of various sizes in which he keeps his wares for sale. While his primary goal is to keep food in his belly and find a dry place to sleep at night, Varlin enjoys the cosmopolitan energy of the Free City and cannot imagine trying to lead any other sort of life. He cares nothing for the property rights of the wealthy and will happily sell anything thieves bring to him without moral qualms. He's manically upbeat when trying to make a sale, clumsily insinuating himself into the company of others and purposely remaining oblivious to any objections. Varlin will inform PCs of happenings among the street folk and, to a lesser degree, burglaries and heists, though he will refuse to name names unless convinced that the information won't be traced back to him (though a bribe would go a long way toward providing such reassurance).

Plot Seed: Once Varlin has been established in your campaign as a regular alley denizen of Greyhawk, he tries to sell the PCs a hallucinogenic drug called "midnight spice." He promises that it will provide a euphoric experience and, perhaps, insights into the future. In truth, it's the product of an Illithid alchemist; when consumed, the drug sparks a psychic flare of activity in its user's brain that the mind-flayer can track down. The predator prefers to consume its victim's brain while they're enraptured by the euphoric, hallucinatory state induced by the drug; for the monster, it is, quite literally, a spice for its meal. After a few of Varlin's regular customers go missing (their brains devoured by the mind-flayer), the fence may decide to lay low, believing that the city authorities are cracking down. He has no idea who the true creator of midnight spice is, but he may be able to provide clues that would lead the PCs back to its source.

Midnight Spice: A creature must ingest an entire dose to suffer its effects, rendering the user Incapacitated as they experience hallucinatory visions; a partial dose has a reduced effect, allowing them to remain active while seeing things no one else sees (suffering disadvantage on ability checks and attack rolls). Effects last 4d4 hours. Con save (DC 10) to avoid addiction; withdrawal occurs after 5 days, causing 1 level of Exhaustion if another Con save is failed. Both of these saving throws are made with advantage if only a partial dose is consumed.

Vengeance: A Greyhawk Story

Zharkeba— A Rhennee Captain

By Tony "VorpalDM" Milani

Greyhawk Online is pleased to bring you a new Contributing Author: Tony "VorpalDM" Milani!! He's written the overture of a story about a Rhennee woman who is the captain of a ship, who's seen love, death, and the Flanaess alongside her intrepid crew!

This story was originally published on GreyhawkOnline.com, and can be found in the [Rivers of the Rhennee](#) category!

Zharkeba was keenly aware of how the galley rolled and pitched underfoot. It wasn't alarming, it was just different. The Argus had bobbed like a cork, being a flat-bottomed cog. But, this fey vessel with its alien raptor-like design moved along the Artonsamay like a hawk riding thermals in search of easy prey. The privateer captain ground her teeth thinking about her last ship, still lodged precariously in the upper boughs of a massive phostwood along the river's banks near Longford. Nestled deep in the wood, passing riverboats and shallow-hulled ships were unlikely to spy more than its masthead over the thick foliage along the banks. Even over her smoldering rage at the loss of her crewmen (who were also cousins and nephews), she still marveled at how she'd *survived*.

Zharkeba had been at the helm on that cloudless afternoon months ago, escorting the heroes of Redspan on yet another adventure. Having lost crew (and nearly the Argus as well) on their first expedition should have been enough warning for her, but for the first time she felt she'd met her match in the fair-skinned Urnstian nobleman Cormac del Bortham. He was as skilled in bed as he was with a sword or bow, and she was instantly smitten. He, his massive wolfhound Smoke (whom she still missed) and his motley companions had first aided her crew in repelling a starving mob at the docks in Redspan. The rioters had mistaken her ship for the Aster, her cousin's cog that was overdue to deliver the besieged city much-needed supplies, namely provisions and medicine. Calming the crowd and requesting passage, Cormac and his friends had commissioned her to find the Aster and her supplies. As she'd been intent on leaving that very day to find Dellod's ship anyway, she'd counted herself lucky to receive coin to do a job she would have done regardless. Their diviner, a curious half-elf named Wryn, had used his craft and a

pet owl to track the Aster into a tributary and to a cove tucked behind a stand of trees very close to a walled camp in Johrase territory. Alas, her cousin had been floating face-down near the other cog. Though they'd made short work of the Johrase captors and rescued most of Dellod's crew, she lost nearly as many as she'd saved when she'd piloted the Argus to the camp's dock. Cormac's friends were assaulting the camp from the other side, and though Zharkeba had hoped she could approach quietly with such a distraction, the camp defenders had included a nasty warlock who'd ignited her rigging in a conflagration of magical fire. Cormac's friend Rajeck, a hulking half-orc from Rhizia, had screamed in rage and leapt a dozen feet to the dock, charging into the smoke while her surviving cousins had tried to put out the flames. The "heroes" had survived the encounter, but it'd cost her dearly.

"Fool," she chided herself. "Stupid girl. Men died because of you. Family died."

And the rest died as well – later – sharing the Argus' fate. Her greed had gotten them killed. The heroes paid well – from Redspan's coffers, no less. While their leader, a mailed Tenha knight named Jal Mala, was tight-lipped about their mission, it was to carry them deep into the southern reaches of the glowing Phostwood where it bordered the Nurtherwood. She'd been able to coax out of her love that they were on a rescue mission to find Wryn's olven sister, who was evidently a hostage to Ozinthrax, a fabled wyrm lairing somewhere deep in the forest. While for the first time she was contemplating an emotion she'd never felt before – worry for someone else – a shadow crept over the Argus. At first thinking some cloud had darkened the river, she scanned the sky. When she saw it, her mind couldn't grasp the enormity of the doom descending silently toward them on great feathery wings. A

bloody roc!

She barely had time to shout a warning before it struck the ship, claws sinking into wooden gunwales like soft cheese and its great breast bearing the mast over, snapping it instantly. Splinters flying, the deck pitched violently as the weight of the massive bird pushed the port side of the deck under the river's surface. Her crew knew how to handle the worst the Nyr Dyv could offer, and all barely stayed on her deck. As the captain recovered, she saw the small Flannish bard known as Crow already attacking the roc's talons on the starboard side. But then they were all tossed to the deck again as – Istus save us! – the roc flapped its great wings and it and the Argus lifted away from the river. Flat on her back, she could only stare as the treetops fell away. Her stomach sank as her ruin became clear. Cormac's longbow *twanged* repeatedly. Sir Jal Mala slashed at the portside talons. And then from within the cramped hold where Wryn and Jal's two squires crouched, arcane words were shouted and then a great ball of flame erupted from the breast of the great bird, close enough to singe her and suck the scream right out of her lungs.

The roc screeched in pain, a shrill sound so immense it wrenched something inside Zharkeba. The beast shuddered and the jarring ascent momentarily stopped.

Men got their feet and grabbed anything they could, shamshirs or belaying pins, and rushed up the canted deck to aid the two Flannish fighters desperately trying to dislodge the roc's claws from the Argus. Horrified with sudden realization dawning through her primal panic, she roared a command to stop her crew. But then another great ball of flame struck the roc as Wryn unleashed his magic against it. Reflexively,

the roc released the cog and then everyone was in freefall.

There'd been no time to panic, and she could only briefly glimpse horror through the chaos. Her cousin Larnos screamed and clutched at her as he sailed over the deck and beyond her view. A brief memory of him, grinning madly as he reeled in a marlin. Ferad, her uncle Chald's eldest boy, slammed wetly down into the jagged stump of the mast. Chald's gruff words slapped her hard, "Bring him home safe, Zhar. He'll wed Mireli when you come back." And then her eyes met Stefan's and time stopped. He didn't look terrified – just confused – as he disappeared into a great ruff of the dead roc's neck feathers as the ship and great bird plummeted. Then there was only pain and darkness.

"Captain," a voice grated nearby. The dwarf-like fairy with oversized iron-shod boots, an ugly dark brown beret and a mouthful of razor-sharp teeth stood waiting for her order. Nash was a vicious creature, and drove the oarsmen ruthlessly.

Zharkeba brought herself back to the present, snapping out of her dark thoughts. "Row east into the forest when we hit the bend, Nash."

"We were promised raiding, Captain. Our voyage into human lands yielded no blood nor spoils," he complained gruffly. "And nothing dwells down that



path but death. This will not please the Witch Queen.” won’t be alone.”

Irritated at his mention of her failure to capture Cormac, she mused. “We’ll see if this Ozinthrax exists. If it does, it may be spoiling for payback as much as I. Fables say these monsters gather treasures fit for a king. I’m betting it will trade gold for information. And what I have to trade should command a fortune for us.” As he grudgingly turned away, she drew her rapier lightning fast and pricked the fey monster in the throat. He stopped still as its steel drew a bead of blood.

“Never again question me, Nash,” she said, deadly quiet. “Whatever bargain I made with Nicnevin is no concern of yours. I am captain aboard the *Vengeance*.” Though his eyes were dark with murder, he retreated - knuckling his brow and wiping at his throat.

Zharkeba turned again to the river, hand on the rudder. Stefan’s eyes haunted her again, pleading to understand why he’d died. As droning pipes began belowdecks to set the pace, she tightened her other hand on the pommel of her sword. “I’ll come for you, my love,” she whispered bitterly into the wind. “Your friends think to play at lords, but I’ll burn it all. And I

The author, Tony Milani, is a long-time Greyhawk fan, and enjoys the idea of a female captain from Rhennee culture going against norms and working with a tough and ready crew.

He notes that she is "a strong female character, not a damsel in distress character - which we see too often in the fantasy genre. She takes what she wants and makes no apologies. And when she's wronged, she'll stop at nothing to avenge herself. She's not movie villain evil, but makes a dangerous rival (and potential love interest). "

Tony has over 30 years' experience as a Dungeon Master focused primarily in the notable Greyhawk and Spelljammer campaign settings. During his career, he successfully ran over 15 campaigns exceeding 1 year each. He found position at a major financial institution in 2002, and since has been promoted to a management position where it was thought he could do the least amount of damage. He contents himself today with online gaming and Cheetos.

BEATUP GEALEN

By Keldorn

Flan Human, Neutral Evil

Deity: Incabulos

Gealen is an energetic, friendly fellow who would be on your side as a friend and as a mentor. He is a short guy, with white hair on his temples and no hair on the top of his head. He’s a little fat at his belly, and has scars on his face. He remembers how he got every scar on his face and every one of twelve occasions his nose has been broken.

He lived to see many things and he’d give you advice any time. But, he’s not afraid of some trickery and cunning to use in his schemes.

Do you have a lover whom you can never marry because of her cold-hearted father? No problem! Gaelen can create a very devious plan, which is guaranteed that in 6 days’ time will make it so you will have the girl, while making that

cold-hearted father your new best friend.

Give him a good amount of money, and he’ll pay a skilled actor he happens to know to play a rich, noble guy, who’ll charm your lover, then he’ll make sure the actor just abuses her and her father to make sure her father understands love is more valuable than money or prestige, so you can have the girl!

Oh, I’m so sorry! The guy he hired was a convict with anger issues before he became an actor and beat the poor girl until she broke! But, hey look! You got the girl in 6 days! Which is when her father understood no one would marry a broken girl like that and he accepted you as her savior! Gaelen did everything he promised, so there’s no fault in *him*! If you think he’s a bad person, that’s fine. He’ll just leave you to yourself!

Gealen is an artist, actor and a writer. He is also delusional and sociopathic. He creates what he calls “art” from suffering, which he believes to be the purest form of feeling that exists. He acts upon the stage called “the world” and he writes the best

tragedies by controlling others to reach catharsis. He loves a thrill and a good tragedy, and wants to see the face his prey will have after he's done with them. He wants to involve himself in the plot as much as he can get away with, so he can be with them when they feel suffering, tragedy, fury, and hopelessness.

The more he cares for someone, the more he wants them to suffer, because suffering is the most pure form of emotion. It is a breaking point, the border between humanity and the beast, and thus, it is what makes us sentient. He wants to make his loved ones suffer more than the others, so he can cry and regret later, so he can suffer later.

Keldorn has this to say about his rather demented villain:

"I used this character as an antagonist in one of my older games, and he is universally hated because of the suffering he brings

He is the most evil thing that can ever exist, because he takes no joy in it, and he is not gaining anything in return. Just a cycle of suffering; no happiness and no reason for the evil. Thus, he was the most evil one in my campaign. He had no tragic backstory, and he only wants his loved ones to suffer, because he would also suffer."]

DAGMAR WYRMKIN

By Roxxifarius

Chaotic Neutral Rogue/ Sorcerer Female High Elf

Born in an evil temple, her mother had willingly given herself to an evil God. For unknown reasons, Dagmar found herself living on the streets of the Free City of Greyhawk as a petty thief. One night as she was walking a monster came up out of the sewers and moved to attack her. She said a quick prayer to any god that was listening and willing to help her. As if in answer to her prayer, a runaway stage coach with four horses came out from around the corner and ran over the monster, killing it. Dagmar loudly thanked whatever god had helped her.

Not long after that fateful night, she realized that she had the ability to use magic.

(The Evil God was one of the Elder Gods, i.e., Cthulu etc. ... and the god that had helped her was Olidammara. Her adventuring life became a struggle between those two!)

LUTHKA

By Belial Lyka

Orc Druid/Ranger (Self-appointed Bogeyman)

N; patron deity: Luthic (sort of)

Descended from a line of Luthic-blessed orcs that reproduce through parthenogenesis, Luthka never knew her mother well, as she was born after hers had already died during a skirmish in the borderlands between the Wegwiur and the Cold Marshes. A Wolf Nomad chief, taking pity upon the child, took her in and raised her in secrecy, sequestering her into the Burneal Forest by the time she came of age. Nowadays, Luthka has a kinship with the local wildlife, and dedicates herself to preserving the forest, dressed as a monstrous yeti to scare trespassers away.

Belial Lyka plays Luthka in the [Greyhawk Channel's City of the Gods](#) game, every Tuesday at 9 AM EST.



Artwork by Belial Lyka

NPCS OF THE FREE CITY OF GREYHAWK

By Patrick "Frogsama" Germann - dmguidetogreyhawk.blogspot.com

One of the greatest things about the WORLD OF GREYHAWK is there are enough NPCs to make the world interesting, without making it too full of detail that the DM has to remember every single barber, smith, and fishmonger in the entire world.

But, there's still a fair amount of them to remember!

Thus, “Frogsama” from the Greyhawk Channel Discord server took it upon himself a tremendous quest! He made a chart of some of the most prominent NPC’s in the Free City, and show their relationships to one another.

The most amazing part of the whole endeavor, however, isn't how much research he did, or the time it took, or how great the organization is ... it's that he did this in *an app on his phone!!* It's called "DrawExpress". That's ... just crazy.

It's a pretty massive undertaking ... and we applaud his efforts!! He had scarcely more than started to make it, when he began posting in-progress pictures of it to the Greyhawk Channel's Discord server. The immediate reaction was overwhelmingly positive. They said things like:

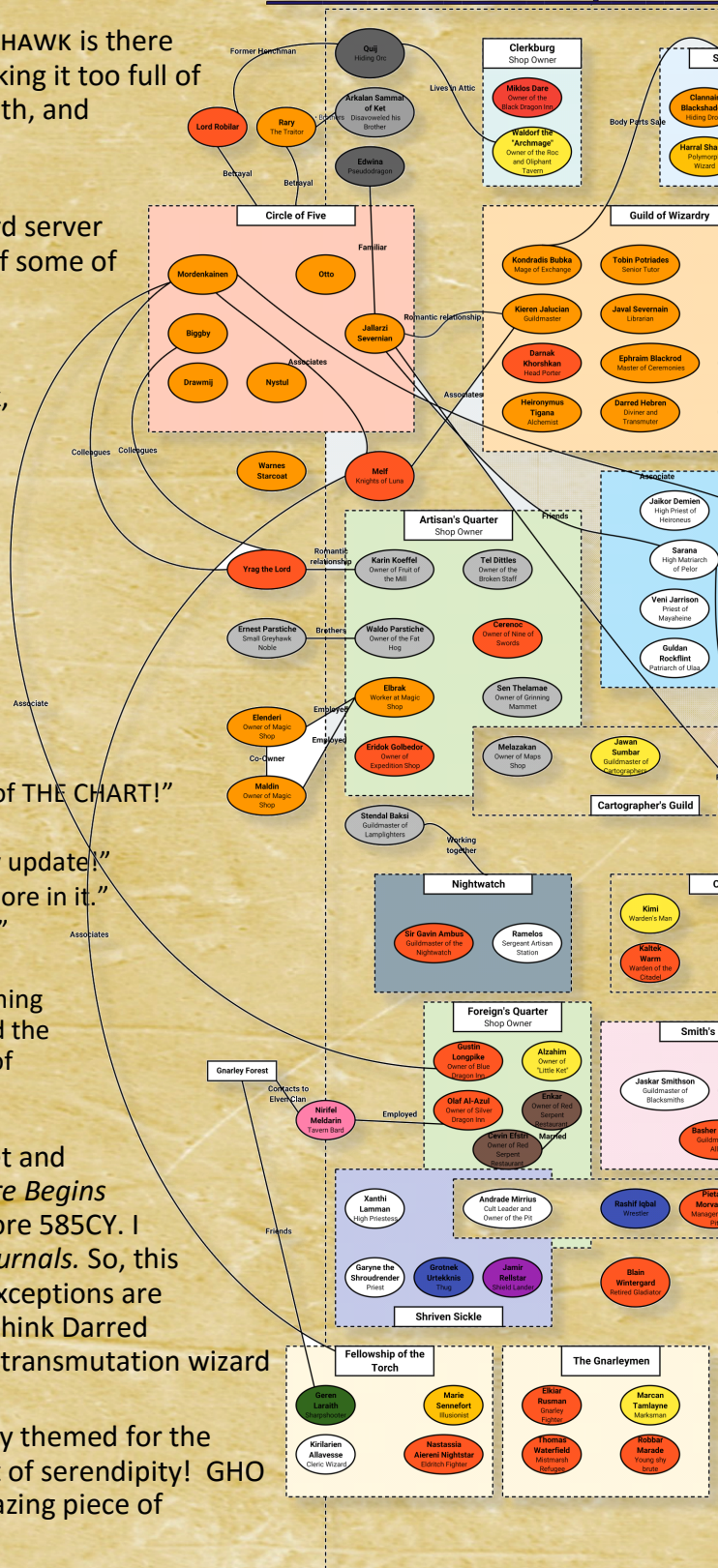
- "This really is an incredible piece of work!"
- "Failed my roll and I am now entranced by the magic of THE CHART!"
- "Definitely a serious piece of work!"
- "This is amazing I'm in awe more and more with every update!"
- "Oh, my word!!! Just sayin' ... I'm finding more and more in it."
- "... brilliant way to keep things organized for the DM!"
- "I'm in love with that!! Absolutely amazing!!"
- "People are [...] pleased to see something like this coming up... there is so much lore about the world and indeed the city itself but I don't think I have ever seen the NPC's of greyhawk arranged showing their affiliations and relationships!"

Frogsama says, "It is set at FtA, so I'm using the CoG set and then I take every change in FtA and then I read *The Adventure Begins* because sometimes things are described that happened before 585CY. I also took stuff from Melkot.com and the *Living Greyhawk Journals*. So, this is Spring 585CY, 6 months after the great signing. Personal exceptions are Old Mother Grubb's building not being burned down! And I think Darred Hebrén, the Artisan's Quarter wizard is not a divination and transmutation wizard but a transmutation and enchanting one."

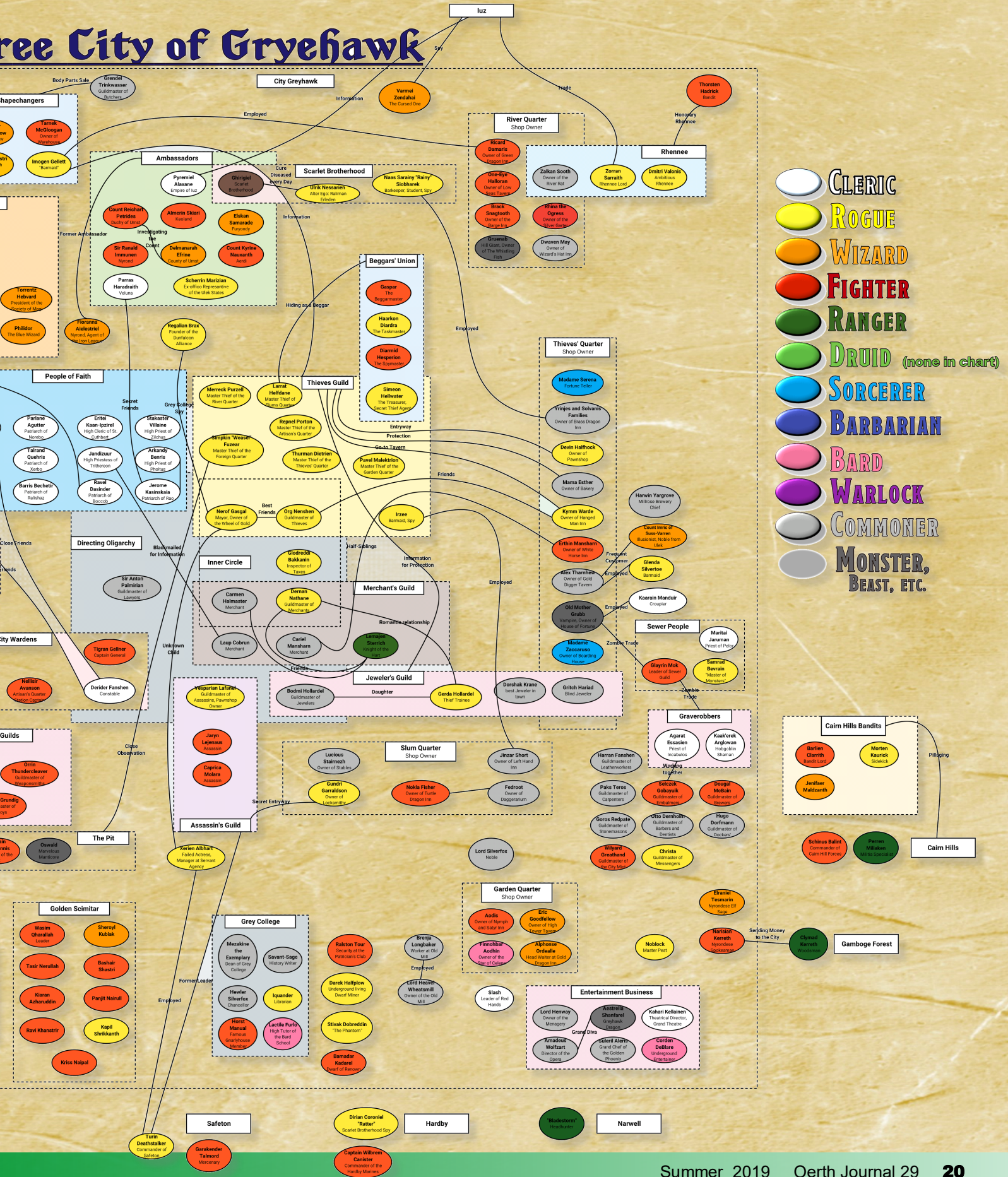
Being that this issue of the *Oerth Journal* was already themed for the NPCs of Greyhawk, this couldn't have been a better moment of serendipity! GHO immediately began discussion with Frogsama to put this amazing piece of research and artistry in the *Oerth Journal*!!

You can click on the image to go to the download page for Frogsama's NPC chart on GreyhawkOnline.com!! (Or click [here!](#))

NPCs of the Fr



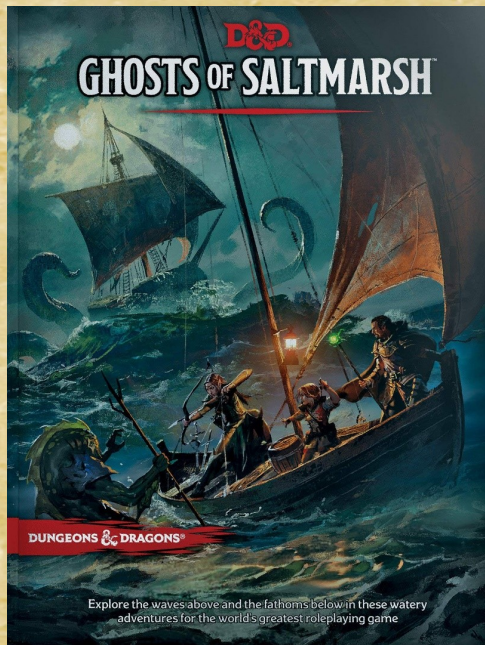
Free City of Gryehawk



THEN AND NOW: THE FOLKS OF SALTMARSH

By Oerth Journal Staff

Recently, in May 2019, Wizards of the Coast released their newest adventure, *Ghosts of Saltmarsh*. As the title implies, the book is an anthology of adventures which are placed along the coast of the Kingdom of Keoland, in the small fishing village of Saltmarsh.



The "little town of Saltmarsh" has been around since 1981, when the original *Sinister Secret of Saltmarsh* was published. The "small, respectable fishing village ... with a population of about 2,000" was later given a revamp in Third Edition's *DMG2*. And so, one may wonder, "How is Saltmarsh different in the two printed versions, and how do they both differ from the version recently published in Wizards of the Coast's new *Ghosts of Saltmarsh*."

Well, that's what we're here to answer today!

The original was given almost no detail, with Gygax mentioning in the short section on the town that *"if there is to be an adequate background to the series, the DM is recommended to 'prepare' the town quite thoroughly, using the guidelines presented in this module as the basis for that preparation."* However, there were almost no details given, and only a short bulleted list of things the DM should do. Like, draw a map, for example. There was no map in the module, originally! Also, it suggested making and naming the Town Council members, and the other prominent local citizens. Also, locating things like local businesses, various places of worship, and inns.

In contrast, the 2005 version in the 3e *DMG2* was an incredibly filled chapter with more detail than most any DM could reasonably use, unless there was an entire lengthy campaign centered solely in Saltmarsh. There were a great deal of NPCs, and hundreds and hundreds more buildings, a large portion of which were detailed with proprietors, plot hooks, maps, and illustrations.

Saltmarsh was founded in 465CY. The 3e *DMG2* says, *"Saltmarsh was founded 130 years ago ..."* which would place it at 595CY. So, if we accept that Saltmarsh is depicted in 476CY in both *Ghosts of Saltmarsh* and *Sinister Secret of Saltmarsh*, and the given population of 2,000 in *Sinister Secret* being correct, this means the population of 5,000 given in *Ghosts of Saltmarsh* refers to the town of Saltmarsh itself *as well as* surrounding areas, such as the farms, mines, abbey isles, etc... and the later population of 3,850 in the *DMG2* only reflects the town Saltmarsh itself, when there are more than 500 buildings in town in 595CY shown on the map. There are only around 100 buildings shown on the map (presumably in 595CY) on page 15 of *Ghosts of Saltmarsh*. *Ghosts of Saltmarsh* confirms that the earlier population of that version (in 476CY) was also 2,000.

What all of this means is after the strife and conflicts that had plagued the area in the early 460s, the area began to be settle down some time after 476CY. In those early days, Saltmarsh was a smaller, but much more crowded town with a population of 2,000.

Then there was an era of prosperity and rapid growth between 476 and 595CY which brought merchants and made the town bigger, bringing with it more benefits of a geographically larger and more civically developed town with more amenities to accommodate the larger population of about 3,800.

Finally, things settled, and while the merchants and growth remained, the population and size normalized to fit each other and became a much more comfortable, light population when viewed by population density.

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FOLKS WHO MOVED LOCATION

- Fishmongers' plants (GoS, #18) moved to warehouses (DMG, #25) and the former plants became the Shipyard (DMG, #27).
- The Mariner's Guild was essentially supplanted by the Fishmonger's Guild, since they had more influence in the local economy. The Shipwrights' Guild split off separately.
- Carpenter's Guild relocate to atop the bluff from (GoS, #25) to (DMG, #11).
- Wicker Goat relocated from South Gate (Gos, #3) to North gate (DMG, #5).
- Hoolwatch Tower moved further south along the town wall.

FOLKS WHO LEFT

- Mining Co.
- Many of the Town Council members changed.
- Temple of Procan, replaced by larger cathedrals, likely a shrine to Procan still remains somewhere.

SOME THINGS CAME ALONG WITH GROWTH

- Lizard Embassy (DMG #22)
- Dungsweeper's Guild
- Oak Island bridge, keep, and beacon
- Three other bridges across the Kingfisher River
- "Weekly" market became permanent
- Wizard's Guild



FOLKS OF SALTMARSH: PIRATES OF SALTMARSH

By Mike "Milcheax" Crisefi—Retired Bard

SICA TOPE

Captain of the Salted Pork

Sica, human captain of the *Salted Pork* merchant vessel, braids her snow white hair every morning when she awakes before the dawn. She stands tall, a few hairs over two meters (about 6'6"), and is always bemoaning the fact that the bunk in her cabin is just a little too short to allow her to spread out. Whether that's for her use or for others, she'll never say, and if *you* do (comment about that), she'll likely toss you overboard, dark brown eyes staring daggers with every wave that passes you by.

Motivations:

The sea. The tide. The sunrise. What else could there be? Libraries are for frivolous pursuits. Adventuring in dungeons? Pah. Give Captain Tope a compass and a map, and a dinghy with a hole in it, and she'll plug the hole with the compass, throttle you with the map, and find someone else to row her to the next port.

Relationships:

Clas is her lifeline to sanity. He doesn't know it; she'd never tell him. But if he were to leave her, she'd never leave a tavern again. He saves her life more than he makes her money. She has no family; no ties. She doesn't know why the little man grounds her so completely. She appreciates the well-made clothing from an unusual insect tailor in one of their regular ports -of-call and brings him interesting flowers they find. There was an obviously confused party chasing them until recently. The Captain simply **does not** traffick in people, and that group just *didn't get it*.

Other:

Her mother once told her, years ago, that her father was obsessed with the sea - maybe

she got her predisposition for sojourning the tides from him - but after her family all died in a necromancer's plague (of which she was the only known survivor) she lost her final anchor to the land.

Combat Stats:

Use Pirate Captain stats from MM page 344 with the following changes and equipment: Str 12, Dex 18, Wis 12, Cha 15. Cloak of the Manta Ray (swim speed 60, breathe underwater), Dancing Dagger (see Dancing Sword), Figurine of Wondrous Power: Silver Gull (see Silver Raven), Gem of Seeing (as an earring), Ring of Water Walking.

CLAS NILFSHI

Bosun of the Salted Pork

Clas, bosun of the merchant vessel *Salted Pork*, has a problem. He's often stuck in a barrel, due to the crew of his ship playing tricks on him. As a halfling, his extreme small stature leads him to be a target for many pranks. However, between his duties as ship's bosun and the fact that he often is the source of their good fortunes with trading, they often toe the line between "harmless fun" and "about to get keel-hauled". Just the same, there's always a look of sadness in his hazel eyes when he finally gets his sealegs under him.

Motivations:

Making money for his captain, like any good bosun. Keeping the shares honest, like any honest bosun. And staying away from his landlubber troubles, like any lad whose past is eventually going to catch up to him. He'd rather be rid of this particular turnover of crew, and be able to sail into port on the fo'c'sle instead of inside a pickle barrel.

Relationships:

Between the crazy cricket tailor, the gnome wizard who is trying to furnish a

Dragonborn blacksmith, the human archer who is rebuilding a manor, and a crazy dwarf cleric who once saved his life, he tries to keep "land" separate from sea and simply keep on sailing. That said, his loyalty is to his captain, and he would never betray his leader.

Other:

He has an affinity for pipes - but he doesn't smoke them. He's hoping to find one that reminds him of a home that he can barely remember. And he wants to know why that paladin ordered his home destroyed, all those years ago.

Combat Stats:

Use Pirate Captain stats from MM page 344 with the following changes: Str 11, Speed 25ft, HP 45.

BELLCOSE BELLAMY

Bellamy is a half-orc who used to serve as Quartermaster aboard *The Bearded Squid*, serving the noble pirate captain Nara "The Parrot" Hildom. They made their profit raiding slaver ships and smugglers. Dissatisfied with his role, he desired power and the freedom to do as he pleased. When the Loyalists began to arrive from northern Keoland and began enforcing their own idea of "justice," Bellamy saw an opportunity. He sold his crew out, and the Loyalists attacked them in their hideout. Over the following years, Bellicose Bellamy

established himself as the head of a largest criminal organization in Saltmarsh. He is a ruthless cutthroat who has no time for weaknesses such as mercy or loyalty. However, Bellamy is a cunning businessman and knows the value of an asset when he sees it.

Motivations:

Bellicose Bellamy has become a powerful crime boss of his own city, but this is not enough for him. He longs to spread his reach to the other islands of Mer. He did both the slavers and the Skystone Alliance a favor by helping them eliminate his crew, and some day he will call those favors in.

Relationships:

Bellicose Bellamy's attempt at eliminating his former crew was not as complete as he believes. The Bosun of *The Bearded Squid* survived the attack, and has sworn an Oath of Vengeance against Bellamy.

Other:

Bellicose Bellamy is a serious gambler, and a skilled one to boot. Rumor has it that half his smuggling fleet was won in Three Dragon Ante. Despite the claims of those who have lost to him, Bellamy never cheats. He takes a certain pride in his skill, and refuses to sully it with underhanded tactics. It is the only sense of honor Bellamy has.

Download your OJ Supplement!

Greyhawk Online is very proud to note there was a *great deal* of support for this issue of the Oerth Journal!!

In the final 72 hours of formatting and layout, the magazine went from 32 pages of content to 46 pages of content from an additional 13 authors.

The only difficulty is that for print layout reasons, the *Oerth Journal* is limited to pages in multiples of 4, to make page count come out correctly.

And so, what we're doing, is we're releasing some bonus content as an online supplement! You can visit the [download page](#) to view the three extraNPCs written by Devin "MysteryCycle" Parker, and Mike "Milcheax" Crisefi!!

There's a snooty noble swordsman who's just spoiling for a fight, a tricky gal who's a cleric of Rudd, and is just bucking for a game. Any game. And an adorable homeless girl who's makes a great sympathetic NPC for the characters to help!

FOLKS OF SALTMARSH: ADVENTURE PCs

By Bryan "Saracenus" Blumklotz

MEEKLA

Human Monk 1 (Failed Merchant), N

Patron deity: Wenta.

Meekla had a bakery in Seaton that made the best pastries and cakes you could find this far from civilization. Unfortunately, she did not pay off the right people and was put out of business by ruinous taxes and unfair competition from food carts that did pay the graft... One of her steady customers was a Baklunish merchant and follower of Zouken who saw her potential and trained her in the art of self-defense. Meekla is looking for a fresh start and a chance to use her new skills.

Player: Melissa

Personality Traits: I bring a singular focus to anything I try to achieve — even if it blinds me to a better way to do it.

Ideals: Redemption. My failure as a pastry chef was public and complete. So I need to prove them wrong in my new profession as an adventurer.

Bonds: Even though my business failed (because of powerful interests), my customers in Seaton were kind to me. I'll do what I can to keep them safe, even if that means busting some heads.

Flaws: I failed, but I'm awesome. So when anyone else is successful, it must be because of nepotism, dishonesty, or dumb luck.

OSVELLA

Eladrin Elf (Spring Season) Bard 1 (Charlatan), CN

Patron deity: Corellon Larethian.

Osvella arrived in the Axewood in the North of Keoland from Faerie Realm (Feywild) while exploring (or evading her duties as a mother) and found the path back closed. Not one to let a setback prevent her from exploiting new opportunities, Osvella changed her season from Autumn to Spring and gifted her way through this new land she found herself in, eventually arriving in Seaton.

Player: Michael

Personality Traits: Music and song to you are as cool water is to the brightly colored fish of Faerie. A tune that borrows into someone's mind is always on your lips (Spring Season).

Ideals: Aspiration. When I wish to meld with the Feywild and become a member of the Seelie Court upon my rebirth.

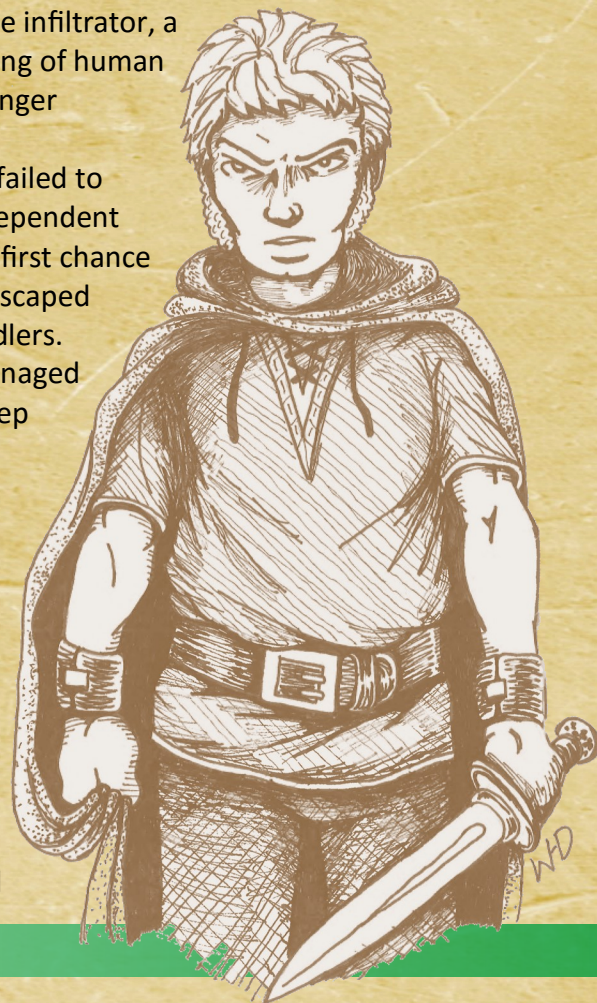
Bonds: My daughter does not know me, but my actions during time away from her will make her life all the better. We will be rejoined upon my ascension.

Flaws: I am lovestruck with the swiftness of an arrow, but there is always a new target for my affections (Spring Season).

SHADE

Changeling Rogue 1 (Spy), CN; Patron Deity: Norebo.

Shade was created by the Scarlet Brotherhood as the ultimate infiltrator, a magical melding of human and doppelganger ancestry. The Brotherhood failed to break her independent spirit and the first chance she got, she escaped from her handlers. Shade has managed to stay one step ahead of the Scarlet Brotherhood by luck and skill, which she believes is the work of her guiding star, Norebo. Still, Seaton is too hot right now and



she is seeking a way out of this town before her luck runs out.

Player: Abby

Personality Traits:

- My eyes are constantly scanning the room looking for anything of value (gold, art, information)—or where such things could be hidden.
- Telling me that something is impossible is a challenge I will accept, Every. Single. Time.

Ideals: Freedom. The Scarlet Brotherhood sought to enslave me, now I will shatter their (or anyone else's) schemes to control others.

Bonds: Something important was taken from me, and I aim to steal it back.

Flaws: How can you dare greatness if you play it safe? Plans are a crutch, so forget 'em.

HAMMISH OF BISSEL

Human Cleric 1 (Acolyte), LN

Patron deity: St. Cuthbert

Hammish is novitiate accompanying Sir Braford, a Knight of the Watch, during his mission in Seaton seeking worthy recruits to join the order and

donations of the wealthy to maintain the defenses against the hated "Westerlings" in the North. Hammish was left behind a month ago to finish gathering donations while Sir Braford investigated a rumor of an apple with strange healing properties being auctioned off in the town of Oakhurst... there has been no word since his departure. Hammish is worried that something has happened to his master and wishes to track him down.

Personality Traits: Having led a cloistered life for so long, I have little practical experience dealing with people in the outside world and I worship the deeds of Sir Bradford and will regale my compatriots with examples his exemplary life.

Ideals: Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine.

Bonds: It is my sacred duty to protect my order, my lands, my sovereign, and the people from threats from without. I will lay down my life for them.

Flaws: I put too much trust in those who wield power within my order's hierarchy.

TABITHA OF HOUSE KESILAK

NG, 1/2E g F, Ftr 4/MU 3)

By Jay L. Scott—[Lord Gosumba](#) on Twitch.tv

Tabitha was raised in the Elven Kingdom of Celene, having a Human father and Elven mother. Hailing from one of the 10 Noble Houses of Celene (Kesilak is the 6th Noble House in Celene. The head of the House is the famed Baron Dreckden of Kesilak CG GE M , Cv 11; also, he is the Leader of the Celenian Knights of the Suss Forest Watch.) , Tabitha had alot of pressure on she as she grew up. Proficient with a Long Bow and Bastard Sword, Tabitha chose not to be a specialist but to train in both the Magical and Combat realms.

When Tabitha was ready, she went out on her own, seeking the life of an adventurer. She traveled to Greyhawk City and applied to join the famed Mercenary Group "Correlon's Arrows." Thinking she would automatically be granted entry to the group, Tabitha met with Heleen of House Draxium (N (G), GE F, Dr 11/ MU 10); to her astonishment, she was outright rejected by the group. Thinking that it was her ability instead of politics (Elves of Lesser Houses can be very haughty and jealous to others of higher status...), Tabitha vowed to hone her training even more. She found a new home in Greyhawk City with the Adventuring Group Iron Fury (a feeder Merc Group for the top rated group in the city, the Iron Brigade), and now seeks to prove to the Arrows they made a true mistake by passing on her application.

As a Fighter/Magic User, Tabitha is a dual threat, but she has one strange quirk regarding her spell selection. For some reason, which she has not discussed with other adventurers yet, she will NOT, under any circumstances, cast a spell with any element of Fire. (she even has a very rare version of Burning Hands, called Freezing Hands). One day, she may share this story in the course of adventuring.

THE FREESWORDS OF GREYHAWK CITY

Mercenary companies

By Jay L. Scott

In any long running Campaign, the adventuring party is usually the main focus of the story; characters are brought together from different races, locations, and alignments. They introduce themselves to each other (normally at the local tavern), and then, the miraculous occurs. This mission is normally given by someone, seemingly at random, that comes from out of nowhere, looking for a “group of hardy adventurers”. The characters negotiate a “fee” with this individual, set aside all of their personal differences (and there normally are many), and then, almost magically, form a new Adventuring Group to complete the task. When you ponder this rationally, it really makes you think this would almost never happen in real life.

However, in the wonderful world of D&D, and in particular

Greyhawk City, the fantastic and improbable is possible! Your Adventuring group is formed! Fame and wealth are at your fingertips! Those that know me well may assume I am being a bit facetious with the previous paragraph. The forming of the adventuring party is vital to most Campaigns, and should probably happen at a much slower process than it usually does. However, in order to facilitate the limited time players have in their busy lives and for general overall enjoyment of most gamers, this occurs at an unnatural pace.

The irony is that adventuring parties have become extremely vital in my Order of Ulek Campaign. To date of this writing, we have 19 different, distinct groups that we play. All groups have names for distinction. (Some are really bad, like the Omega Patrol, Theo’s Heroes, or just the Druid group, which was recently changed to something much more momentous, the Defiled Glades Reclaimers.) This does not include groups for Order of Ulek Campaign Events, or special circumstance Adventures. All of this may appear to be excessive and unmanageable, but has grown over a period of almost 4 decades. It is the natural growth of turning a series of stories into a living, breathing, Campaign setting with interactions occurring between those groups.

The most vibrant and alluring location for any group of characters in my Campaign to seek their fortunes has been Greyhawk City. The original Free City of Greyhawk Boxed set (best reference ever made, in my opinion) made this very easy to implement. Information contained included a Mercenary Guildhall, Freesword Permit and Weapon Carry laws, and a multitude of developed Guilds, NPCs, and irritating political organizations (The People’s Constables, for example). It provides a DM with all the tools needed to develop an adventuring party and keep feeding the group fantastic content. This could be within the city limits of Greyhawk, or

Artwork by Will Dvorak



outside the city limits in the Cairn Hills, the Nyr Dyv, or the Mistmarsh.

Over the course of decades of real time, parties of characters would change the face of the mercenary group rankings in my Campaign, in the Free City of Greyhawk. I have attached that list below. Please note that this has moved greatly from existing published sources.



Greyhawk City Freesword/Mercenary Groups

Rated in order by Fame/Notoriety

- **The Iron Brigade**
- **The Fellowship of the Torch¹**
- **Corellon's Arrows¹**
- **The Fighters of the Light¹**
- **The Legion**
- **Khratch's Liberators**
- **Vengeful Justice**
- **The Grey Company**
- **Wasim Qharallah's Golden Scimitar²**
- **The Goodmen of Rilthane²**
- **Iron Fury**
- **The Gnarleyemen¹**
- **The Breakers²**

1 - Group is from published sources, but has been developed further in the Order of Ulek Campaign with much more detail and interaction with PC Groups

2 - Group is from published sources with no changes made as of this writing Here is some detail on each Mercenary group with some history or edits about each. All Groups are considered active and are played or utilized in my Campaign currently.

The Iron Brigade

The accomplishments and exploits of the most renowned Mercenary group in Greyhawk City are too numerous to include here, and they will be discussed in a separate article. Some of these include freeing Tenser in Return of the Eight, stopping an Iuz Army and a Clone of Iggwilv in *Expeditions to the Ruins of Greyhawk*, and defeating one of their own who was turned into a Megalomaniac Tyrant from ages past in *Sallin Made Me Do It*.

The Fellowship of the Torch

The greatest published source adventuring group in Greyhawk City continues to thrive with little changes from the historical timeline, with one main exception. The group was able to retrieve a small part of Grimmri Fischer's body when he was killed, which was subsequently

resurrected by Jerome Kazinskaia, Specialty Priest of Rao. The Torch works with The Iron Brigade and the Order of Ulek on many occasions for missions to thwart evil. Also, Nastassia Aiareni Nightstar has had an on and off again relationship with Elijah Winchester IV of the Iron Brigade. Only time will tell if this ever becomes anything more serious.

Corellon's Arrows

This group of Adventurers native to Celene has been fully developed instead of just a footnote.

Led by Heleen of House Draxium (N (G), GE F, Dr 11/MU 10), all six members are multi-classed and are proficient or specialized with a bow (Heleen only exception). They are all from either a Noble or Lesser House of Celene, and have worked with or hired other Mercenary groups (Iron Brigade and Legion included) to fight for the cause of Good. Also, Seala of House Vrestin (CG, 1/2Eg F, Rg 8/Cl 9), was in a long term relationship with Marcus Kimara of the Iron Brigade. This was ended by Marcus rather unpleasantly, which has led to some tension still existing between the parties involved.

The Fighters of the Light

The Lawful Neutral aspect of Pholtus plays a huge role in my Campaign, and that includes this Mercenary group. Fully developed from a footnote with only their leader named, Magund Starran (LN, H M, SP Pholtus 11), the group includes a powerful Quasi-Elementalist Spellcaster, Quisp (LN, H M, QE 11), an Inquisitor (Paladin sub-class), Glen Wesley (LN, H M, Inq 10), and five Fighters and one Thief (all with names of hockey goons from the 90s; sorry was a joke back then). They are no nonsense, and always get the job done. They have been so successful; the Fighters of the Light now have expanded to have groups in the cities of Hardby and Altimira.

The Legion

This very powerful PC Mercenary group would be much higher on the rankings list, but they have left Greyhawk City for permanent residence in the Shield Lands. Consisting of a mix of members of the Order of Ulek and Mercs for hire, they made their name in Greyhawk fighting the expansion of an unwanted sect in the Earth Dragon Cult in Greyhawk. Their leader is Kiurg Stahl (LN, H M, Cv 11), and they boast extremely powerful spellcasters, including Jacqueline Tyneman (NG, H F, Wild Mage 12). They have two holdings in the Shield Lands on the border with Lands of Iuz (old Horned Society), their fortress, Warmark, and Kincep Mansion. These are proving to be a deterrent from increased raids from The Free Reavers.

Khratch's Liberators

Not a lot is truly known about this group which recently came to Greyhawk City. Their leader, Khratch (LN (E), 1/2Ogre M, Ftr 10), has put together a hodgepodge of unwanted or undesirable miscreants that no other Mercenary group has wanted. This combination has surprisingly worked, and they were joyously received when they rescued Kondradis Bubka's daughter, Olga, from a vile group of Bandits holed up in the northwestern Cairn Hills. Olga has since caught the adventuring bug, and now does missions with the reinvigorated Gnarlmen. Time will tell if Khratch's Liberators can stay on the right side of the law and move up the mercenary rankings.

Vengeful Justice

A group of true freebooters, Vengeful Justice prefers to take missions for hire outside of the City of Greyhawk limits. They had successful missions in *The Corrupted Defender of the Cairn Hills*, *Ruins of the Mistmarsh*, and a Classic Module rehash placed in the Mistmarsh, *Baltron's Beacon*. With no true leader, some interesting personalities include Dmitri Castanov (LN, H M, Crusader 8) and Crystal Gradivus (LN, H F, Knight Holy Shielding 7; also, changed last name from Canterbury, as she is infatuated with the Gradivus family of the Shield Lands.) This group has

some main goals, but the lure of coinage can get them to take almost any mission.

The Grey Company

One of our oldest PC Mercenary groups, the Grey Company has greatly slipped in the rankings. This is due to a lot of turnover in their membership, and their connections to the seedier side of Greyhawk Politics. In years past, they were instrumental in the internal Thieves Guild Wars and the supplanting of Tomas Ratek in the River Quarter, and Sharyn Messandier in the Thieves' Quarter in There is No Honor... Recently, however, they discovered, and then gifted a major artifact of power (The King of the Beggars Staff of Power, thought permanently lost) in exchange for a building deed to the grown son who is seeking revenge and power, Thenden, of the former leader of the Beggars' Guild, Theobald, in the adventure Deal or No Deal. This event may precipitate a new war between factions of Thieves and Beggars from multiple cities, including Greyhawk, Dyvers and Hardby, as Thenden wants revenge for his father's demise.

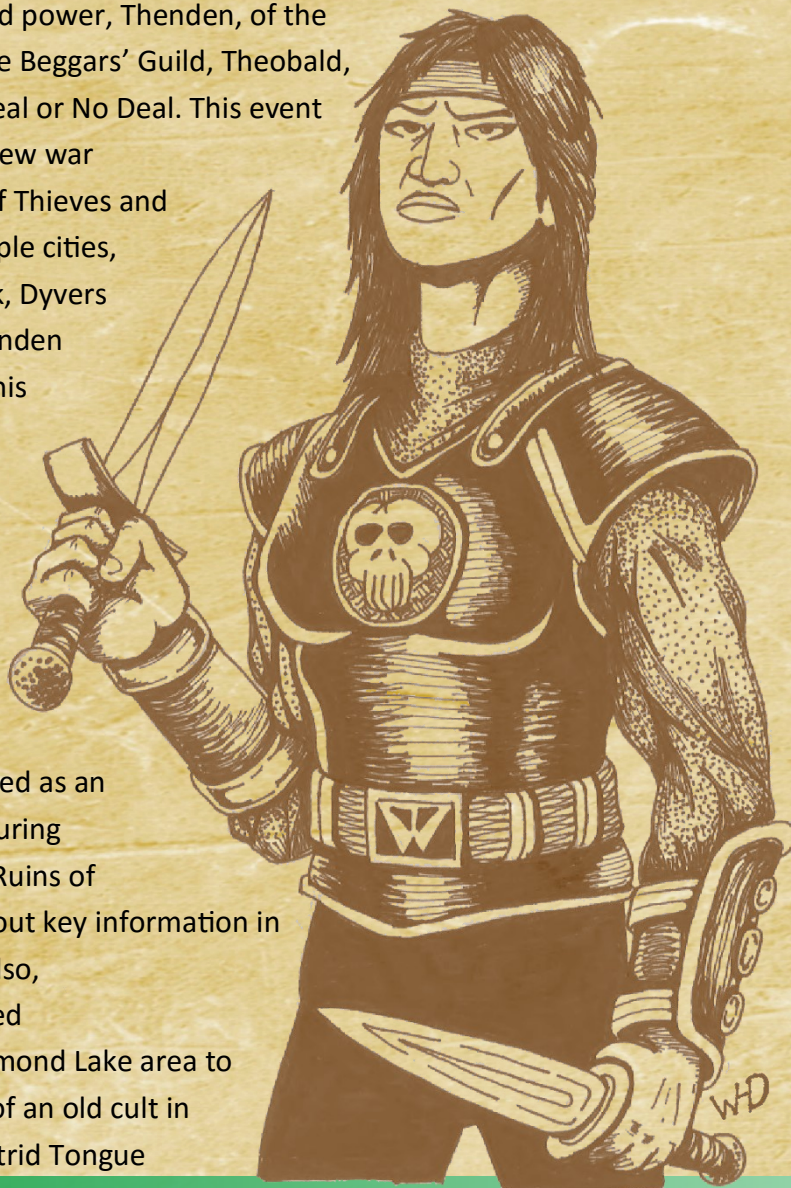
Iron Fury

This PC Mercenary group was formed by The Iron Brigade as a group of adventurers in training. They worked as an investigative unit during Expeditions to the Ruins of Greyhawk, finding out key information in Locating Livashti. Also, they have performed missions in the Diamond Lake area to fight a resurgence of an old cult in Mongrels of the Putrid Tongue

Revival and The Mongrel Nuisance. This is a lower level group, with a lot of potential. The members are currently between Levels 3 to 5.

The Gnarleymen

The Gnarleymen is in my Greyhawk Kids' Campaign (not streamed) for up and coming youthful players! When most of the original published source group was lost in the adventure Recovery of the Gnarleymen, they became a PC based Freesword Group. Heroes of this Group include Taborias (NG, H M, Ftr 6), Sean the Slayer (CG, H M, Rg 5), and Olga Bubka (NG, H F, QE 5). Adventures concerning The Freeswords of Greyhawk Groups listed, their history, stories, interactions, and victories, may be seen on www.twitch.tv/lordgosumba.



Artwork by Will Dvorak

A Covert War in Greyhawk

By William "Giantstomp" Dvorak

The Greyhawk war was a tragedy that boiled out of the lands spreading across the Flanaess. When people think of the war, they think of the battles in The Shield Lands, Furyondy, the Vesve, and the Bandit Kingdoms, but even lands untouched by the violence the war has had its effect. The city of Greyhawk seemed to have been untouched by the war if you exclude the waves of refugees flooding into the city, but a war was underway on the streets of the Gem of the Flanaess, a covert war. The Old One's aspirations of conquest include Greyhawk as well as the whole of the Flanaess.

Before the outbreak of the war **Sental Nurev**, the Captain-General of the **Watch of Greyhawk** was being blackmailed by Boss **Renfus** of Stoink who had in captivity Sental Nurev's brother, **Sarek** and Sarek's family. Boss Renfus was using the information Sental supplied to intercept and steal from merchants and the rich. While this situation weighed heavily on Sental, he was able to suffer through it knowing it was not being used to plot the downfall of the city. That all changed when the Bandit Kingdoms fell to the luzian forces, and they took Sental's brother from Boss Renfus.

The information being demanded now changed to troop strengths and locations, as well as plans of defenses and positions. Sental could not comply with these demands, but he couldn't go to his superiors for fear of being imprisoned. Left with few options, Sental devised a plan and went to the only people he knew that could help him, **Turin Deathstalker**, Guildmaster of the Greyhawk assassin's guild, and **Org Nenshen**, Guildmaster of the Greyhawk Thieves guild. Despite his being the Captain-General of The Watch, Sental had good relations with both men for his fair treatment of their members when caught.

With the aid of Org, and Turin, Sental faked his death in an elaborate and very public fake battle

against some unknown criminals. The confrontation included many illusions, theatrics, pyrotechnics, and explosive spells. A half dozen corpses were left behind, one dressed in Sental's armor along with some of his possession, like his prized shield with the symbol of hopelessness enchanted onto it. This corpse was also conveniently charred by a fireball during the mock battle.

Sental told no one of the elaborate scheme, not even his wife and children. He knew their genuine sorrow of his death was vital in having others believe his death. He would ask forgiveness from them when he returned from the second part of his plan, entering the Bandit Kingdoms and freeing his brother Sarek and Sarek's family. That night he left Greyhawk with a group of hand-picked adventurers selected for him by Turin and Org.

While the luzians were busy extorting information from Sental, they were also busy placing agents amongst The People's Constables. This pseudo organization of low-level law officers, one that anyone can join by spending a 10gp fee. The **People's Constables** were already corrupt but were a significant source of revenue for the city, so their shortfalls were overlooked. **Glodreddi Bakkanin**, Inspector of Taxes and Chief of the People's Constables, had been able to keep the constables inline but now he was having trouble. Infiltrating their ranks weren't just members of the **Thieves Guild** but also agents of luz.

In an attempt to control these new subgroups Glodreddi began instructing his loyal constables to keep an eye on those that he suspected of being spies. When these groups were confirmed he would pass the information onto the Thieves guild so they could deal with them. This worked for some time, and Glodreddi even allowed some of the luzian spies to continue their work but supplying them with false information through various channels, then **Mardela** arrived. A half-orc that favored her human lineage more than her orc heritage, Mardela has been one step ahead of Glodreddi and has so far been able to keep any connection between her and the luzians a secret. Knowing that her survival depends on her ability to make connections within the Greyhawk

political community Mardela has been spreading money around to those that will accept it and winning allies. With Mardela firmly entrenched the People's Constables have become split into two separate factions, those loyal to Glodreddi and those loyal to Mardela. Glodreddi's only saving grace has been his connection to the Thieves Guild

Tigran Gellner, the new Captain-General, was selected to the position not just due to his competence, but also because of his lack of deep ties to anyone within the entrenched bureaucracy of Greyhawk. He spent much of his career before his promotion in the surrounding domains overseeing the defenses of those areas. He trusts his second in command the ever-present Constable of Greyhawk, **Derider Fanshen**, but few others. It is because of this distrust that he commissioned the **Greycloaks**, known as such because of the gray colored cloaks they wear when they are on duty. In addition to the gray cloaks that they wear, they also wear masks to hide their identities. The real names and identities of the Greycloaks are known only to Tigran himself, not even Derider knows who they are. The formation of the Greycloaks created a major stir among the merchants and bureaucrats. A secret police force was one thing, a secret police force comprised of anonymous men and women was another, and they saw it as too much power in the hands of Gellner. Eventually, Gellner consented to requests that a list of all Greycloaks be given to another person in case of an emergency, and Gellner agreed and provided one to Fanshen.

The **Greycloaks** act as the eyes and ears within the city, and rarely don their grey cloaks and masks. Instead, they pass the information onto the guard. Greycloaks are not recruited within Greyhawk, but from neighboring lands to help ensure that they are unknown to those already

conducting business within the city. With the large transient and refugee population in the city, new faces do not draw attention like they would have before the war, a fact that Tigran is now using to his benefit.

Connected to all of the shady dealings going on within the city, and the domains, of Greyhawk is of course the **Thieves Guild**. Org Nenshen always had kept an eye on those coming in and out of his city, but when the flood of refugees started rolling into the city, he placed his men on it around the clock. The added turmoil, refugees, and earning potential of the entire situation has been a boon for the Thieves guild, but Org is also no one's fool. He knows that his earning potential is much higher if the Gem of the Flanaess stays out of the hands of Iuz. Because of this, the Thieves Guild has become a valuable ally in making sure that the Old One's agents are found and dealt with.

The **Nightwatch Guild** is another organization highly active within the city, but this bodyguard for hire group rarely gets drawn into the intrigues of the city's underworld. Even when they do become involved, they are wise enough to know that getting involved is contrary to their goals and quickly separate themselves from the situation and pass along the information to the most appropriate group.

While the groups detailed above are the largest and most active currently in Greyhawk's covert war, they are far from the only ones. There is a group of **Rhenee** smugglers known as the **Azure Brothers** operating out of the dock districts as well as rumors of Horned Society members now secretly infiltrating the city on several levels as they look to rebuild their empire more discretely. While armies of humanoids lead by demons might



The Thieves' Guild of Greyhawk

By Thom Vandervenne—The Grey League

[TGL on Twitter](#)

Symbol:

A coin attached to a key. The coin represents wealth and the key represents influence.

Overview:

here is little you can do within the city that won't be spotted by the thieves and reported to their taskmasters. Anything lost or missing is most often blamed on the Thieves' Guild and they are used by mothers as the boogie man: "If you keep this up, the thieves will come in the night and steal you away."

They were once the very epitome of cunning and excellence but now the Guild is but a shadow of its former self, although nonetheless still skillful and influential. More recently, the war precipitated by former Guildmaster Arentol against Theobald and his Beggars' Union both killed off or discouraged many low-level thieves and apprentices, reducing the guild's pool of roguish talent.

The Thieves' Guild prefers to rob outsiders, be they merchants or adventurers, and leave the locals alone. There are even strict quotas imposed by the guild's leaders on exactly how much can be stolen from the Merchants' and Traders' Union in any month.

However, non-union traders are fair game, and adventurers offer rich pickings. But that is not to say that the Thieves' Guild does not steal at all from the natives. They do whenever possible, and this fear of robbery allows the guild to extort protection money from small businesses and middle-class households to supplement the guild's considerable income.

Unlicensed thieves are visited by enforcers who will explain the benefits of membership and threaten with the consequences if they continue unlicensed. In order to both keep up appearances and to coexist with law-abiding communities, the Guild maintains a charter. An example of such a document can be found [here](#). Inside the Domain of Greyhawk the guild runs many safe houses. A member of the



guild knows how to identify these places because the symbol is often, unobtrusively, included in their sign. Sometimes the coin and key are not always together. A physical key could be chained on a hook that holds a coin symbol, if you look closely, etc. Or a key might be set on a windowsill and the coin on a planter on the sill. Or, perhaps the landlord might keep a pocket watch with a decorative coin and key dangling from the fob.

Beliefs:

- ☞ The Guild is your family and when you are there for it, it will watch out for you.
- ☞ Take your destiny in your own hands and never be less than what you deserve to be.
- ☞ Everything—and everyone—has a price.

Goals:

- ☞ To amass wealth, power, and influence.
- ☞ To have eyes and ears all over The Domain.

Enemies:

- ☞ Any other thieves' group or guild in the city or the Domain of Greyhawk.

Ranks of the Thieves' Guild of Greyhawk

Member traits:

Aspirants to the Thieves' Guild must pass questioning within a *Zone of Truth* and must also successfully complete an initiation crime.

The guild is organized into sections corresponding to each of the city's quarters. The membership of the guild in each quarter normally remain in that quarter; there are few transfers, although members will occasionally be temporarily transferred to the control of another Master in another quarter for a joint operation.

After the Great War, the Guild enlarged their own territory to include the whole Domain of Greyhawk.

The Domain is not divided up but rather the Shadow Steward of the closest city/ town has ownership (and responsibility) of places in that region. Ruining other guilds is a priority for them.

The Guild's activities are many and varied, but in almost all cases, have a materialistic bent. They seek to amass wealth, and that can mean seeking dirt on enemies, finding new trade routes or deposits of ore and treasure, and so on.

<u>Rank Name</u>	<u>Insignia</u>	<u>Renown</u>	<u>Other Requirements</u>
Thug	none	1	<ul style="list-style-type: none"> * No benefits and 90% of earnings go to the guild. * Able to buy simple illegal goods and tools.
Enforcer	Coin tattoo	5	3rd lvl
			<ul style="list-style-type: none"> * Fence goods of less than 200 GP value at 40% value. * 20% of the earnings go to the guild.
Taskmaster	Key tattoo	15	5th lvl 1 secret mission
			<ul style="list-style-type: none"> * Fence goods of less than 100 GP value at 50% value. * 10% of the earnings go to the guild. * Access to any rogue skill expert within 1d4 hours. * Able to run a team 1-2 enforcers and 4-5 thugs.
Shadow Clerk	Silver Coin attached to key	30	11th lvl 3 secret missions
			<ul style="list-style-type: none"> * Fence goods of any value at 65% value. * Access to any expert within 1hr. * For any secret mission receive seven 5th level rogues. * Able to run 5+charmodifier taskmasters each with their own team.
Shadow Steward	Platinum Coin attached to key	50	15th lvl 10 secret missions Free vacancy for the rank
			<ul style="list-style-type: none"> * Skeleton keys available to the sewers and most secret doors in the city of Greyhawk. * Runs a quarter on the town and draw upon all its resources. He must still answer to the Head of the guild – The Shadow master.

The Guild of Wizardry

By Thom Vandervenne—The Grey League

[TGL on Twitter](#)

Symbol:

Three golden triangles, one over the other, the middle one thin and the outer one missing a part in the two upside lines. Surrounding the triangles is a magical circular swirl and, in the centre, the golden, lightly glowing letters GW – Guild of Wizardry. Those of Rank 1 have the same insignia but with the letters UMA, to show they are still learners at the University of magical arts.

Overview:

Founded as a free haven for all mages in 393 CY by the legendary 'Mad' Archmage Zagig Yragerne. While the Guild of Wizardry is interested in its own aggrandizement, it has no political agenda. The Wizards are usually too busy with their own affairs to meddle too much in the politics of the city. Membership also does not require exclusive allegiance, and many hold another faction membership. Because of this, many magi across the Flanaess claim an affiliation with this guild. In many places, membership in the guild is a source of prestige, due to the guild's international fame. Over the last decade nearly a thousand active mages hold membership, though perhaps half that many are in the city at any one time and a majority of those are dabblers or virtually inactive. The city and guild have been essentially untouched by recent wars and it became a haven for many exiled practitioners.

The Guild resides and now runs the famous bastion of learning - The University of Magical Arts. The UMA, a pyramid-shaped building, is an architectural wonder and its sheer sides and pointed crown are visible from many places in the district. Thought to be impregnable and of magical design, its vaults hold the most expansive collection of known magic items and of arcane texts in the Flanaess, including, it is believed, those of the legendary 'Mad Archmage'.

The UMA is very much a magical school with student societies and professors teaching magical subjects such as potion brewing, scroll writing, magical histories, divination, defensive casting and much more. Students rarely study 3-4 years in a row as the guild wants them to embark on the road to adventure for a while.

Afterwards the member might come back to spend a year at the UMA before going on the road again.



Beliefs:

- △ The abuse of magic power must be monitored.
- △ All the gifted should be taught.
- △ Path to power is through knowledge.

Goals:

- △ Magic should be open to all.
- △ Protect the Free city from destruction.
- △ Advance magical knowledge through both ongoing research and archaeological investigation of lost arcane disciplines.

Enemies:

All those that wish to harm the city of Greyhawk or its arcane users. Regents also turn their attention to all those that want to unbalance the world.

Member ranking - traits:

Any proven practitioner of arcane magic, even some more exotic arcane spellcaster, is eligible to join the Guild of Wizardry.

Admission to the university requires another wizard's recommendation, approval by a board of tutors, and an initial admission fee of 100 gp. Training fees for older students are set as per the usual rules for gaining levels. Associates are those who support the Guild in their endeavors. They have no requirements other than helping higher ranking members.

Apprentices are gifted people of any race that have completed their initial training at the UMA and are allowed to leave the UMA. Guild magician are given membership to the Guild of Wizardry and are the wizards known in towns, the knowledgeable sages. Master Magicians are teachers running societies at the UMA or court magicians and often have a certain reputation. Regents are the inner circle of the GW and their reputation precedes them. Their actions often mark legendary events.

Sources:

The City of Greyhawk – Boxed set Booklet Greyhawk: Folk, Feuds, and Factions.

Rank Name	Insignia	Renown	Other Requirements
Associate	Triangle pin with no letters	1	—
<ul style="list-style-type: none"> • No benefits • Must assist higher ranks in the guild of Wizardry or the UMA. 			
Apprentice	Triangle pin with UMA letters	5	Be of an Arcane Class
<ul style="list-style-type: none"> • 50% off all research and research equipment • Access to laboratories and libraries • Circumstance bonus of +2 on all research 			
Guild Magician	Symbol ring with GW letters	15	5th lvl, 1 secret mission
<ul style="list-style-type: none"> • -25% off all minor magical items • Commercial practice is allowed in the city, subject to a license and paying 10% back to the guild. 			
Master Magician	Symbol ring with GW letters	30	11th lvl, 3 secret mission
<ul style="list-style-type: none"> • Circumstance bonus of +2 on diplomacy • 25% off all magical items • Allowed to teach in the UMA and earn a compensation for it. • Allowed to have 1-3 apprentices 			
Regent	Symbol ring with GW letters	50	17th lvl, 10 secret mission
<ul style="list-style-type: none"> • Have a seat on the board of directors of the GW. • Get 50% off all items, equipment or anything else for that matter. • Gain access to the inner vaults. 			

Criterion	Renown
One time: Native of Greyhawk City	+2
One time: 5+ ranks in knowledge-arcane	+1
One time: one Alignment part is Neutral	+1
Teach or study at the university in Greyhawk City at least one day a week for a period of a 6 month without missing a day.	+1
Deliver spellbooks or magical notes of a wizard greater level than yours to the library (max once per level of the character)	+1
Deliver rare components to the alchemical labs (supernatural/ unique creature of CR 4+)	+1
Deliver rare components to the alchemical labs (supernatural/ unique creature of CR 8+)	+2
Deliver rare components to the alchemical labs (supernatural/ unique creature of CR 14+)	+3
Complete a mission	+1 / +2
Resolve a real treat to Greyhawk City	+3
Save the guild from a major setback	+2
Failing a mission	-1 / -2
Create a problem for the city or guild	-2
Fail in their duties in the UMA	-1
Failing in any of the duties or Goals of the GW	-1/ -3
Losing borrowed items	-1
Getting your apprentices in trouble / or killed	-2/ -4



Tale of Erkio

By Michael J. Gross, III

Author's note: I have been a game referee much more often than I have been a player. Shortly after being introduced to OD&D by a girl in my third-grade class in late 1980, I was given the Moldvay-edited D&D Basic box set to run games for my brother, Brian (and anyone else who wanted to play). My brother was intrigued by my reports of playing D&D at recess and I wanted to play more often than during the limited recess time at school. Unlike my own first player character, my brother's PC survived—even though his older brother/DM would have been content to see his thief "retire." After our family moved in 1982, his character and our campaign converted to AD&D, as that was what was being played in our new town. With my brother's permission, I am telling The Tale of Erkio...

The Free City of Greyhawk, "Gem of the Flanaess," is known for its great variety of personages that have called it home. One such person, the human Erkio, began his life's adventure there. However, not much is known of the man prior to his leaving Greyhawk for the first time in 560 CY. Erkio learned the thief "trade" firsthand via observing members of Greyhawk's Thieves' and Beggars' Guilds. He soon discovered his own deft hands could swipe valuables, food, and other property. Erkio had no intentions of joining a Guild, though, as he planned on leaving Greyhawk as soon as he could, desiring a life of adventuring because of the tales he had heard in the shabby taverns of Greyhawk's Old City.

Erkio departed the City of Greyhawk with a merchant caravan on a wagon bound for the Wild Coast. After spending most of his money during his trek southward, he found himself on the southern edges of the Suss Forest, near the Principality of Ulek. Between the Principality and the humanoid-infested land of the Pomarj, he was among a group of travelers who sought shelter at the Keep on the Borderlands. Erkio entered the renowned fortress and eventually made acquaintance there with the warriors Thorguth and Mikull, the halfling Zorko Leafleg, the priest Draggle, the magic-user known as Calchas, and many others during his stay there.

In various groups, they sought fortune and testing of their skills at the nearby Caves of Chaos and the Caves of the Unknown. Some were slain by the monsters of the caves, but Erkio and the rest gained both treasure and experience in battle. They brought in man-at-arms Unicef Gorg and the elves Ranar and Ronor to their number after that. After some time staying at the Keep, Erkio and his compatriots would meet a mysterious monk named Allanon. With him, they sought to gain a reward for freeing slaves that had been taken to the Pomarj. The trail led to the city of Highport, where the heroes set free many enslaved by the evil operations there. One freed slave, the ruthless Selzen Mortano, was grateful and ready to exact vengeance. He would accompany Erkio's party and prove himself worthy in fights with the dreaded villains of the Pomarj.

Later—after more escapades and acquiring such magic items as a flying carpet, weapons, scrolls, and potions galore, the team of adventurers heeded the call for aid from the far west of the Flanaess. Several countries were being overrun by hordes of giants and their allies. Local officials lent the group information and supplies to raid a hill giant's fortress from which some of the attacks stemmed. Erkio and his friends were tasked with locating the giants' leaders within, rooting them out, and destroying their

base. Investigation inside revealed frost giants were behind the hill giant incursions. A magic transporter sent the team to a frost giant lair, wherein more investigation uncovered a plot by fire giants who were leading the frost giants. A second magic transporter sent the heroes to the abode of a fire giant king. From there, the team descended into the depths of the Oerth on the trail of dark elves—sinister and alive out of the shadows of rumor and scary fairy tales!—whose most evil members were paying and directing the fire giants. Along the journey through the hellish realms of giant and dark elf, the group was bolstered by the addition of such worthies as Dorito C.C. the half-(sylvan) elf, Cliff Gray, Alisa the ranger, Necaro, Eysion Rilnor the elf, Galobh, Helinack, and the dwarves Norchig and Yurrim Strongflame.

The story becomes enigmatic from here, as Erkio and his crew were never all accounted for after the call west. Selzen Mortano was reported to have been seen years later in the lands of both Iuz and The Horned Society. (No surprise as it was suspected he was of evil bent despite being kidnapped by the slavers.) Rumors persisted that Mikull, Unicef, Ranar, Ronor, Draggie, Calchas, and more heroes were lost with Erkio somewhere in the drow underrealm. Thorguth was said to have been slain inside White Plume Mountain. A few of these rumors died when some worthies began to resurface.

The halfling, Zorko, is now the proprietor of “Zorko Leafleg’s House of Horsies” in the Rivergate sector of the Greyhawk suburb of Eggsbruh, a town at the confluence of the Ery and Neen Rivers. The aforementioned Dorito C.C. is an occasional visitor to the City of Greyhawk and suspects Erkio has some schemes operating within the city to this day. Unicef Gorg has retired from adventuring but serves as a captain in the service of The Kingdom of Nyrond. His

friends, Ranar and Ronor, are close by as they have returned to their elfhome in the Celadon Forest. Unicef has claimed that “a wrong turn in the demonweb of Lolth” led the group to a (successful but costly) fight with the Demon Lord Orcus’ avatar on Oerth!

And what of Erkio? A few years after he and his fellows traveled west to the Grand Duchy of Geoff, a strange thing occurred. A person claiming to be Erkio materialized in the Blackstone area of the plains east of the City of Greyhawk. It was perplexing to those who knew—or knew of—Erkio because this person was a quite tall dwarf! This “new” Erkio claimed to have been transformed into a “half-dwarf” thanks to the ability of the magical axe he had discovered in the UnderOerth. Sure enough, an axe with dwarven runes hung at his side but no one has been willing to dispossess him of it to verify his tale. So, Erkio the half-dwarf is overseer of a mine outside Blackstone now and has many hill and mountain dwarves in his employ including Yurrim Strongflame, Braut Torgul, and Morak Farduum. Whatever the case, while it is likely Erkio the thief helped stave off certain disaster in the realms of the western Flanaess, it is also likely Erkio has found new ways to make money—in ways both aboveboard and illicit. He is also known to sell information that his mining, trading, and dwarven contacts bring him. As was the case with a younger Erkio and his adventurer-for-hire tendencies (as both employee and employer), the older Erkio is still known to enlist the aid of adventurers due to his affinity for those who take up the same career that he did.



Tale of Thorguth

By Michael J. Gross, III

Author's note: As said in the author's note to *The Tale of Erkio*, I have been a game referee much more often than I have been a player. I was introduced to OD&D by a girl in my third-grade class in late 1980 and—because characters were like portable game pieces that allowed players to join any D&D game, no matter the “setting” (if one was even composed by the DM as opposed to an amorphous “Realm” like that in the D&D cartoon of 1983-85)—used him in games with an uncle, cousins from both sides of my parents' families, classmates in school, and friends outside of school. I rolled up my first player character in 3rd grade and playing games was never the same for me. Please enjoy “The Tale of Thorguth”....

The man first known as “Thor” descended upon the central Flanaess after traveling far from his home in the northern barbarian reaches—a native of Rhizia, to be exact. His blond tresses and strong physique stood out once he left his ancestral home for a life of adventure. Sure, he could find adventures in his native land, but Thor desired things not many Frost Barbarians did: riches and warmth. He learned that such things could be found to the south during his time serving in a joint Fruztii/Ratik army unit. This contingent took part in the campaign that caused considerable damage to the humanoid forces of the Bone March a few years ago and then cleared the passage that runs between the Griff and Corusk Mountains of forces from the Hold of Stonefist (known as “the pass of the Fists”) the following year. This would prevent and hamper Stonefist raiding parties from easy ingress into Rhizia.

Before undertaking these military excursions, Thor was told that he should consider changing or augmenting his name. When he asked why, he was answered by a clerical sage that he shared a name with an old god of thunder from the Suloise who populated the three barbarian countries (Frost, Ice, and Snow). Therefore, before his first taste of battle, Thor changed his name to Thorguth so as to avoid disfavor from the old deity for whom he was named. Surely, the Fruztii already suffered enough at the hands of the Schnai that he did not want to add a divine curse to their lot.

Thorguth would adventure in the Bone March with other worthies in a party that would see members

come and go for a variety of reasons (often premature death at the hand of a terrible foe). Slowly, he made his way south and west until he found himself in the Wild Coast, then sailed around the Pomarj, and arrived at the border of The Principality of Ulek and the Pomarj. Finding little adventure and in need of shelter, Thorguth and the river caravan with which he traveled up the Jewel River arrived at a Keep that stood alone on the borderlands between the last civilized realm of Ulek and the humanoid-infested lands of the Pomarj.

Thorguth met Draggel, a priest of Pelor from Gryrax; Mikull, a warrior hailing from Onnwal; Zorko Leafleg, a halfling from The Duchy of Urnst; and Calchas, a magic-user from The City of Greyhawk. Thorguth enjoyed his time talking and adventuring with these fellows, but none would be as charismatic or could naturally lead the group like the silver-tongued and quick-fingered thief making a name for himself by way of previous successful jaunts into the nearby Caves of Chaos: Erkio of Greyhawk. Calchas was not familiar with the fellow Greyhawk native but he and the rest were swayed by the thief's smooth talk inside the Keep's Tavern. They—and some others lost to the denizens and traps of the two sets of caves—made way into the unexplored Caves of the Unknown.

Thorguth proved fearsome with his huge warhammer, eschewing a shield in order to wield it with two hands. He was achieving his dreams with his ever-changing assembly of fellow fortune seekers. Eventually, Erkio and Calchas had reasons for

returning to their home city and Thorguth joined them. Not long after the pair sought sages and other assistance from the experts in abundance in the city of hawks, a strange message was shared all over the municipality along with the news that three wealthy owners of exotic weapons were deprived of the prizes of their respective collections. Erkio continued to work with a sage for more information on the culprit said to be responsible for the thefts, a supposedly long-gone wizard named Keraptis. Erkio's desire for the reward for recovering the weapons was only matched by his hidden desire to own one or more of the famed pieces for himself. Thorguth was sold on the recovery adventure idea solely because he wanted to win Whelm, a magical warhammer, for himself—even if

only for a short time before rightfully returning it to its owner. Thus, the group made the trek north to White Plume Mountain, the lair of Keraptis.

Sadly, Thorguth would just barely live long enough to see Whelm won. He was able to use it for a time, but not long after his team won it from a guardian vampire, he was slain by mantichore tail spikes in an inverted ziggurat that led to the place where Blackrazor was guarded. Though Erkio and crew were able to recover Whelm, Blackrazor (a dreadful black sword), and Wave (a magical trident), they decided to return the weapons for the reward money due to the losses incurred within the ancient lair. There was talk of raising Thorguth from the realm of the dead, but why that was not done—or perhaps was not successful—is unknown.

Harchuck

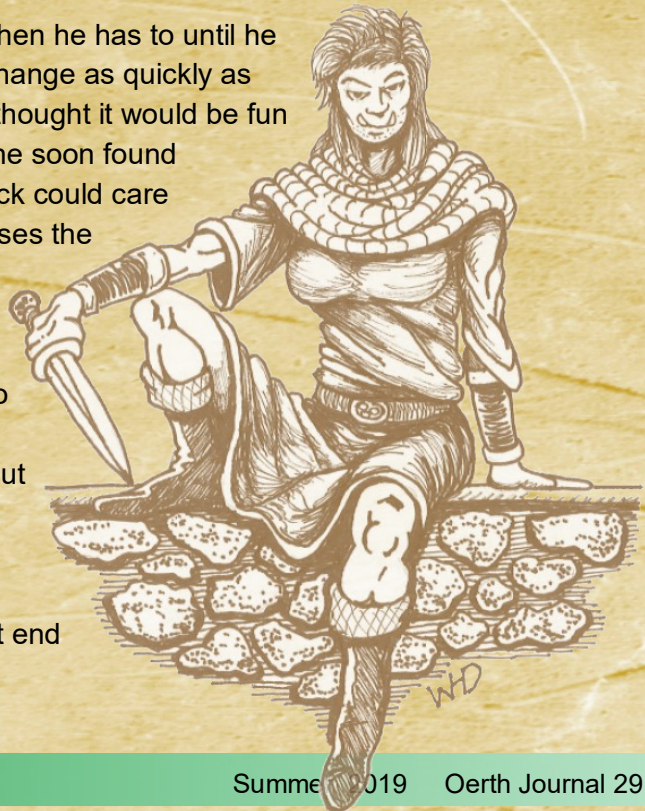
By William Dvorak

(Half-Orc, Chaotic Neutral, Bard)

Harchuck is not your typical bard in the sense that he doesn't dance around and instruments, his voice is his weapon. Harchuck is not a singer either, but more of a side show barker that dispenses quips, and bits of philosophy wrapped around a humorous delivery that sound a lot like an old cartoon rooster that's used to dealing with chicken hawks.

Harchuck is no coward, but can play that part when he has to until he gets into a better position to achieve his goals, which change as quickly as the weather. Roaming around the bandit kingdoms he thought it would be fun to fall in with the luzian conquerors, which he did, and he soon found himself becoming a spy because of his talents. Harchuck could care less about luz, or those he has conquered, he simply uses the opportunity to create interesting developments.

Harchuck sows as much descent as he does help the luzians. He might do a bit of spying for one luzian commander, telling them the information they wanted to know, along with a completely false statement that he overheard a group of rogues and assassins talking about how another luzian commander was planning his assassination. He has played this game now for some time and was one of the few NPC's to meet the party in Return to the Bandit Kingdoms more than once and not end up dead.



Folks of Greyhawk

By Blake Ryan

Wilhelm Ulric Wolfstorm Human Warlock

Wilhelm was born in Perrenland during a thunderstorm, a fact that his parents reminded him of every birthday.

He is a tanned and tall human male, grey eyes and dark hair. Usually Wilhelm wears a wolfskin cloak and boots, with white shirt and pants. Wilhelm enjoys a drink, a tale and a walk outdoors.

On his 13th birthday Wilhelm met a Wolf that could talk. The Wolf called itself the Lady of Fury from the Fey lands, and they struck a deal.

During his 16th year Wilhelm saved a Wolf from a raging Owlbear, and they both fled together through the woods. The Wolf stayed by Wilhelm's side for eight years.

He turned 18 in 582 CY on the day news of the Greyhawk Wars arrived in his town of Traft. Wilhelm had done several tours with the militia, but was informed of Perrenland's neutrality.

So, Wilhelm travelled southeast with three friends and his sister to test his mettle against humanoids attacking the northern border of Furyondy. Due to the increasing number of fiends in the service of Iuz, Wilhelm's crew had to resort to hit and run tactics against the tides of evil, and eventually went west to the shelter of the Bramblewood. The two weeks they spent in the Bramblewood they slew many giant spiders and several Ettercaps. The entire time it rained. Wilhelm felt his patron was testing him, but he enjoyed it anyway. Wilhelm and his sister lost one of their closest friends in the Bramblewood. They buried him and vowed never to return there.

These days Wilhelm can be found making a twice yearly trek between Traft, Highfolk, Littleberg, Dyvers and Greyhawk City. Wilhelm meets for business or dinner at the Blind Basilisk.

Deidre Dusk Gnome Rogue/Cleric of Xan Yae

These days Deidre can be found each morning having business breakfasts at the Blue Dragon Inn in the foreign quarter of Greyhawk City.

Deidre has strawberry blond hair in a pony tail, green eyes, a brown cloak, matching orange shirt and pants-both with many pockets.

Born in Verbobonc, 525 Common Year, Deidre was the oldest of twelve.

Age 15 (540 CY) Deidre and two friends joined the church of Xan Yae, after passing a series of mental puzzles and stealth tests to show dedication and sneakery.

With the resurfacing of the Temple of Elemental Evil in 579 CY, Deidre was sent to aid the region, while her two friends were sent to Highfolk and Dyvers.

One of her comrades was slain in the Temple, and each Needfest she lights a candle in their memory.

During 580 CY Deidre moved to Greyhawk city and bought a modest home in the River quarter with her adventuring funds. She still shares this home with three Gnome families, whom all assist each other whenever possible.

Each month she treks to Grossettgtrottell as a courier, and checks in with her two Gnome apprentices.

she has heard on the grapevine that Xan Yae church members have an open invitation to join the Scarlet Brotherhood, but she has not responded to any such comments or conversations.

She does odd jobs for the city, merchant houses, and the thieves' guild. For some time Deidre has been planning a trip home to Verbobonc, but something always comes up and the trip gets delayed. In the past year Deidre has had two brief skirmishes with Wererats in Greyhawk City. She still weilds the short sword vs Lycanthropes she gathered from the Temple of Elemental Evil some years ago.

The “Irregulars”

The Greyhawk Channel—Return to Greyhawk

By NPC Bree

It is 583 CY, and war rages on within the Flaeness. Lands are lost, new powers rise and fall, and some of the greatest known names in all of D&D are born. These stories are shared (and twisted) in inns and taverns, by veterans and civilians alike, including the famous Green Dragon Inn. The Greyhawk Channel's Flagship show, *Return to Greyhawk*, has started an intermittent series, called “*The Irregulars*”, based on rag tag adventurers drinking at the Green Dragon, always available in case someone needs them.

Adelaide Grau is an 80-something Oeridian Wizard, born and raised in the Free City, who raised two generations before deciding to take up learning magic.

Mogan, also in a golden age of life at the ripe age of 83, is a human Druid, who fights with her trusty rake. Sassy and spunky, she uses her rake as her preferred weapon, and often has a collection of hard candies.

Bunion Boux is bright eyed and bushy tailed young Halfling Paladin. He loves his mother, and loves to write home about all of his firsts in the city.

Vestra is from the Great Kingdom of Aerdy, who was sent away by her wealthy family for her protection. Word of her dark Warlock magics and lineage made her a target, so she was sent away with a pretty pocket of gold and no real world experience.

Bunderson, a Human Fighter, was raised by giants just outside the City of Greyhawk. A man of

few words, he uses his brute strength and kind heart to keep his new friends safe.

Fyzzar, a Fire Gensai Barbarian, is a military man in the local guard of Greyhawk. He loves sitting at the bar on his off time, waiting for the newest bit of trouble to fall in through the doors.

Senor Rancho, a Halfling Monk, is a man of many mysteries. Vague about his past, he is well versed in combat and drunken glib.

These stay close to the city, helping out where they can to keep the city in peace, in this terrible time at war.

The series comes on Sundays based on availability at 8:30 pm EST on [The Greyhawk Channel](#) on Twitch.



WORLD OF GREYHAWK

a Fandom Renaissance

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Plus more than 30 ALL-NEW NPCs written specifically for this issue!!

Creating and Sharing for the World of Greyhawk



ANNA B. MEYER
FANTASY CARTOGRAPHY

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